This group meeting took place on the 2nd of October 2017, at 5:00 PM.  
People present: Anthony Boys, Jack Evans, James Moran.

People absent: none.

In this meeting, we first of all set up a GitHub and Trello board for the project.  
Finally, we discussed an idea for the project. We all agreed that the design will be a simple game, with the genre of either “bullet hell” or “space invaders”; that the game may have controls that are alternative to using an accelerometer or gyroscope; that there may be a system of player progression; that there will be differing enemies, including boss enemies; that difficulty will increase over levels; and that there may be power-ups, health pickups, drops and end-of-level bonuses.

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This group meeting took place on the 6th of October 2017, at 9:35 AM.

People present: Anthony Boys, Jack Evans, James Moran.

People absent: none.

In this meeting, we discussed what tasks we want to complete by Monday, in order to begin the project, and get it off to a good start.

Firstly, we agreed to complete the first draft by Monday.

Secondly, we allocated tasks. Anthony is to create concept art and characteristics of both the player and enemy ships, and additionally look at and begin work on the risk analysis; Jack is to look into options for controls and also look into possible software development lifecycles; James is to look at GitHub in relation to its uses for the source code and the project files, and additionally to begin a Gantt chart for general work.

Finally, we agreed that we need to meet our client on Monday, as that will provide us with the opportunity to discuss the solution that we propose, and become aware of any changes that may need to be made in order to meet requirements.

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This group meeting took place on the 9th of October 2017, at 4:25 PM.

People present: Anthony Boys, Jack Evans, James Moran.

People absent: none.

In this meeting, we discussed the progress we have made since the last meeting, in relation to completing the first of the soft deadlines.

Firstly, we noted that Anthony has worked on the character attributes; Jack has looked at control models, the “incremental” development model, requirement modules, the work breakdown structure, and activity sequencing; and James has looked at the tracking system.

Secondly, we assigned tasks to be worked on during the middle of the week, and that we ought to have completed by Friday. Anthony is to continue working on the enemies, and is to begin the concept art, the risk analysis, the asset list, and a Pert chart. Jack is to work on the schedule, workload and user stories section of the design document; and James is to work on the remained of the design document.

Finally, we noted that we need to apply our names to the sections of the design document that we have completed.

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This client meeting took place on the 9th of October 2017, at 5:00 PM.

People present: Anthony Boys, Jack Evans, James Moran; Nick Thomas.

People absent: none.

In this meeting, we informed our client on our initial proposal for our idea for the game; the fact that we may be using an alternative control scheme, and relevant screen layouts; that we are undecided in terms of revenue model; that we will use a database to store high scores upon a player’s death, and that we will be using the “incremental”

After that, we received feedback on our idea. We were advised that unusual control schemes will require particular user interface designs to ensure the game is playable, in a discussion about the layout type; that an advertisement system would be the best form of revenue model for the game as it currently stands; that our idea for a database system is sufficient; and that our choice of development model is acceptable.

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This group meeting took place on the 13th of October 2017, at 9.25 AM.

People present: Anthony Boys, Jack Evans.  
People absent: James Moran.

In this meeting, we briefly looked over the assignment, and discussed progress.

Firstly, we made all of the online documents accessible to the team.  
Secondly, we discussed progress. Anthony has completed all tasks, except the Pert, which is almost complete; and that Jack has completed the majority of his tasks, except for the tasks that we realised needed group discussion; as group discussion could not take place with the absence of James.  
Thirdly, we discussed which tasks need a discussion. The risk and workload sections require a full group discussion, and additionally the Gantt chart.

Finally, we discussed that we also need to complete our own individual iterations of the workload and risk sections.

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This group meeting took place on the 16th of October 2017, at 4:30 PM.

People present: Anthony Boys, Jack Evans, James Moran.

People absent: none.

In this meeting, we discussed the tasks that we need to complete, in order to successfully complete the first assignment.

Firstly, we agreed that we need to complete the workload and risk sections, as both individuals and a group.

Secondly, we discussed the individual tasks that we are to do. Anthony is to work on the wireframes, create new ideas for power-ups, and additionally revise both the Pert and Gantt charts; Jack is to look at user stories, activities and the program design; and James is to finish the assignment, as well as being placed in charge of the GitHub.

Thirdly, we discussed iteration and evolution methods, and decided that we will use the methods that we have previously decided upon.

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This client meeting took place on the 16th of October 2017, at 5:05 PM.

People present: Anthony Boys, Jack Evans, James Moran; Nick Thomas.

People absent: none.

In this meeting, we shown our client the design document.

After that, we received feedback on this design document. We were advised that the “design” section should explain what the game is, and how it will be coded; that the tracking systems required a greater, more detailed explanation; that the user stories need improvement; that the alpha stage consists of a bare and vague game; that the beta stage consists of a game that contains all the features, but may just have a few errors or issues; and that the workload needs to be fairly split.

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This group meeting took place on the 23rd of October 2017, at 5:05 PM.

People present: Anthony Boys, Jack Evans, James Moran.

People absent: none.

In this meeting, we discussed the tasks that we would work on over the next week.

Firstly, we all agreed that we, as a group, need to have some form of time sheet, in order to track our progress and project contributions, as well as the hours that we have put in, compared to the predicted hours displayed in the workload sheet.

Secondly, we chose individual tasks for ourselves. Anthony is to work on the wireframe designs; James is to look at the AdMob system, and to also look at a branch of GitHub for testing purposes; and Jack is to research leaderboard systems, and to create a prototype of controls for the player ship, as well as begin work on the mechanics for basic enemies.

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This group meeting took place on the 30th of October 2017, at 4:45 PM.

People present: Anthony Boys, Jack Evans, James Moran.

People absent: none.

In this meeting, we discussed the progress that we had made over the past week, as well as the tasks that we will be completing over the next week.

Firstly, we noted that Anthony has completed the wireframes in landscape form; Jack has worked on the player controls; and James looked at ways of generating levels systematically. Secondly, we stated that we have, and will, keep updating the individual time sheets.

Thirdly, we discussed the tasks that we will complete over the week. Anthony will create portrait editions of the wireframes; James is to look at user interface; and Jack is further work on the program.  
Finally, we all agreed that we will look at level setup possibilities on Friday, as we will have more of the game’s assets completed by then.

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This group meeting took place on the 3rd of November 2017, at 9.25 AM.

People present: Anthony Boys, Jack Evans, James Moran.

People absent: none.

In this meeting, we discussed the progress that we have made over the week.

James has implemented functionality in the power-ups, most notably the health power-up; Jack has continued working on the controls, and has now included a mechanic for shooting; and Anthony has completed all the wireframes.

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This client meeting took place on the 6th of November 2017, at 5:40 AM.

People present: Anthony Boys, Jack Evans, James Moran; Nick Thomas.

People absent: none.

In this meeting, we informed the client that all of the features that we currently have, works.

Firstly, we shown the prototype, as the prototype needs to be completed the next day. It displayed player movement and shooting, and had placeholder assets resembling an on-screen display and interface.

After that, we received feedback. We were advised that the speed of movement needs regulating; the fact that you need to have 2 fingers on the screen to shoot, one to move, the other to shoot, is an issue that needs to be looked at; and that that we do not need to have so many art assets, as we could have one of each article and texture them accordingly.

Additionally, we discussed that we are to have banner advertisements in menus, interstitial advertisements in between levels, and that the high scores database is in the planning.

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This group meeting took place on the 20th of November 2017, at 4:10 PM.

People present: Anthony Boys, Jack Evans, James Moran.

People absent: none.

In this meeting, we discussed the progress that we have made over the previous 2 weeks.  
Jack has added a health bar, a pause menu, and a level zero that contains stationary green tank enemies that just shoot forward; James has implemented advertisements into the pause menu and the game; and Anthony has written a complete and comprehensive test log that summarises all of the functions within the game and their expected outcomes, and also has created a copy of the sprites, except they are all white articles that can be textured accordingly.

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This client meeting took place on the 20th of November 2017, at 4:15 PM.

People present: Anthony Boys, Jack Evans, James Moran; Nick Thomas.

People absent: none.

In this meeting, we began by showing the client the game in its current form, due to the fact that the Alpha phase is due the next day.

Firstly, we shown the game, which had a pause menu, stationary shooting enemies, and a health bar.

After that, we received feedback on the game. We were informed that our menu works adequately; that we are mostly up to date with the product needing to be at alpha stage; that we currently only have a “level zero”, and we need to implement actual levels, that contain more enemies; that we were informed that the code for advertisements to appear exists but not functioning at present; that the issue of the group appearing to be working on separate branches of the program needs to be addressed; that the program needs to be tested, but only after more levels have been added; and that the client is overall pleased with how the game is progressing, but more needs to be done in relation to milestone-specific tasks by the next deadline, as there is a slight concern that we may be falling behind slightly.

Finally, we shown our client our group workload sheet, and our individual timesheets, to reinforce the notion that we are up to date with our project, and the process of implementation.

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This group meeting took place on the 24th of November 2017, at 9:30 AM.

People present: Anthony Boys, James Moran.

People absent: Jack Evans.

In this meeting, we discussed what we are going to have completed by Monday.

Firstly, we noted that we haven’t furthered any work on the project since the tasks we completed on Monday, due to other commitments.

Secondly, James is now aware on the specifics of the power-ups and the player ship upgrades that are to be added during this phase of development, and Anthony is to look at image file types in order to find the best file type to store the sprite sheets as

Finally, in his absence, Jack is to be delegated the task of database management, but this will require discussion at the meeting in which he is next present.

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This group meeting took place on the 1st of December 2017, at 9:35 AM.

People present: Anthony Boys, Jack Evans, James Moran.

People absent: none.

In this meeting, we discussed what we have worked on over the past week, and what we hope to have completed by Monday.

Firstly, we discussed what we have recently done. Jack has created a scrolling level, that has a matching adjustable background. No other team members have worked on the project, due to other commitments.

Secondly, we discussed what we hope to get done by Monday. Jack is to pool enemies to spawn after some are destroyed, and will also pool bullets after they travel a certain distance due to the level being of a longer area; James is to work on the ship upgrade system through using test templates and test values; and Anthony is to test the entire program once it is developed to a testable standard.  
Finally, as a group, we agreed to finish at least the software product before the holidays, with mention of additionally completing all of the reports by the holidays too, in order to be able to submit the finished product at a convenient time.

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This group meeting took place on the 4th of December 2017, at 4:50 PM.

People present: Anthony Boys, Jack Evans, James Moran.

People absent: none.

In this meeting, we discussed an update in the plan for this project.

Firstly, we discussed what we hope to complete by the new beta deadline, which is between the 8th and 26th of January. However, we still agree to have the software product completed by the holidays, as the reports can be worked on over the holidays, and with the remaining days that are both before the report deadline, but after the holidays.

Secondly, we reminded ourselves of the tasks that need to be completed, and assigned tasks that have not been mentioned before. Jack is to create screens for level completions and game overs, a system for transitioning between levels, and is planning on setting up the database; James is to pool power-ups, create a power-up spawning system, and will modify the upgrade store; and Anthony is to test the product next week.

Finally, the group realised that they need to be adhering to the same coding standard; also they will also observe the test log, as they need to see if any features are missing on it.

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This group meeting took place on the 11th of December 2017, at 4:20 PM.

People present: Anthony Boys, Jack Evans, James Moran.

People absent: none.

In this meeting, we discussed the progress that we have made recently, what is currently being worked on, and what is pending.

James is currently working on improving the stability of the power-up system, and has looked at the test log, with the belief that it contains all the aspects of the game; Jack is working on getting the web services functioning, but is yet to look at the test log; Anthony has improved the test log, by making it more clear and concise, as well as adding a few functions and their outcomes.

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This group meeting took place on the 15th of December 2017, at 9:20 PM.

People present: Anthony Boys, Jack Evans, James Moran.

People absent: none.

In this meeting, we discussed progress that we have made over the week, what we hope to do over the course of the holidays, and to book our final client meeting in January.

Firstly, we discussed progress. The group hasn’t made very much progress since the last meeting, since all members have projects providing us with more urgent tasks.

Secondly, we discussed the tasks that we want to complete over the break. Jack and James are to implement the remaining features, and upload a .apk of the game to the Google Drive, so that Anthony can test the game over the coming weeks.

Thirdly, Anthony needs to update the testing log, to incorporate the fact that there are no buttons for movement anymore, and that the camera follows the player upon movement.  
Finally, we arranged our meeting for January. Due to the schedule of the group in the coming weeks, we settled for the earliest opportunity, at the most appropriate time, which was 2:30 PM, on Thursday the 18th of January.