agenda

# Planning Stage Review and Preparing for the Design Stage

29/9/2020

1400 - 1500

Attendees: Aiden, Iain, Ross, Stefan, Yaccov

Absentees:

Notes taken by: Ross

1. Summary of Previous Meeting: Discussed the tasks we were given from last week
2. Agenda

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| Time | Event | **Notes** |
| 1400 | Task Recap | Majority of tasks assigned have been completed and added to the GitHub repository. Only tasks to be added to GitHub are, Project Brief and Research into Real Time Gameplay.  Research into Real Time Gameplay will be continued through the Design stage to give as much opportunity for us to progress in the Implementation stage. |
| Time | Event | **Notes** |
| 1420 | Delegating Tasks | * Aiden - Create Menu & Game Wireframes * Iain - Create Sprite Design Examples * Yaccov - Identify Suitable Colour Schemes * Ross - Create Game Map Examples * Stefan - Create Database Entities and ERD |
| Time | Event | **Notes** |
| 1220 | Next Steps | Tasks to be completed for the next meeting and reviewed by peers in the group.  Ross will chase up for documentation on Monday’s so that files are in our group GitHub for the upcoming Meeting.  Will be ready to move into implementation stage after the next meeting. |

## Additional Information: