agenda

# Planning Stage Review and Preparing for the Design Stage

06/10/2020

1400 - 1500

Attendees: Aiden, Iain, Ross, Stefan, Yaccov

Absentees:

Notes taken by: Aiden

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 | All planning stage tasks finished. And added to the GitHub repository. Most of the design stages have been uploaded as well. A few tasks that have not been completed. This is real time gameplay, ERD, game wireframe and database entities.  Need to attend the lecture next week on how to do these extra tasks. So, a few more weeks can complete these. A further discussion on other tasks were needed to see how much detail was needed to be put into these. |
| Time | Event | **Notes** |
| 1420 | Game Discussion | Discussing possible things that need to be implemented to meet the requirements of the coursework e.g. possible scoring systems or certain time limits.  Also discussing the timeline in which we will need to be completing tasks in and discussing days in which people can complete tasks.  Discussing the task that we have already completed. Are they satisfactory?  Next Steps – General implementation e.g setting up the map, get the sprites in, hitboxes, map implemented – maze, collision – research needed, menu, admin panel? Colour scheme - ?????, accessibility. |
| Time | Event | **Notes** |
| 1440 | Tasks Delegation | * Ross – Maps, collision research * Aiden – create account, edit account, admin panel * Iain – Completing Sprites, create account, edit account, admin panel * Yaccov – Game menu – home page buttons etc * Stefan – Feedback page, scoring system research   Future tasks will be delegated when the database is researched. |

## Additional Information:

Next Meeting 13/10/2020