agenda

# Planning Stage Review and Preparing for the Design Stage

15/10/2020

1400 - 1500

Attendees: Aiden, Iain, Ross, Stefan, Yaacov

Absentees:

Notes taken by: Iain

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 | What can be done for admin panel has been complete however needs updating throughout. Two additional sprites have been added documentation to follow. Database design complete will be updated throughout to suit requirements. Feedback wireframe for that page complete and uploaded to the gitlab. Research into the points system done to be discussed today. Game map completed and updated. Additional sources for collision documented. |
| Time | Event | **Notes** |
| 1420 | Plans for the next stage | The next week will be solid implementation for the game including database and server. These will not be completed by one individual and will be worked on throughout the entire week with each persons work documented. Any task completed will be uploaded by the person who last worked on it will upload the completed version with each persons work on that file documented in a separate file and the to be finished files will be in a separate folder from the complete versions. |
| Time | Event | **Notes** |
| 1440 | Schedule | * Ross – Monday - Thursday * Aiden – Tuesday, Wednesday, Thursday * Iain – Monday, Tuesday, Thursday, Friday * Yaacov – Monday - Friday * Stefan – Monday-Friday   This is a rough estimate of when each member will be on and working on each task. |

## Additional Information:

Next Meeting 23/10/2020