Week 4, Wednesday 13/08/2014  
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**Supervisor Meeting 2**

**Minutes**

* Team name decided: Tempest

**Completed tasks**

* Setup Github (Alex)
* Discuss and allocate responsibilities (refer to devices)
  + Kinect + OR = Alex
  + Mouse + Keyboard = Anopan
  + Leap + OR = Hannah
  + Hydra + OR = Bryan
* Arrange a meeting during week 4 with all available group members, Shri and Fairuz.
  + Arranged for Thursday 14/08/14 at 10.30am
* Book the IT Meeting Room with Rosie for weekly meetings (Wednesdays 1pm).
  + Booked from 1pm-3pm every Wednesday
* Setup a close Facebook group and invite all members and Fairuz to it (Hannah)
* Discuss and decide on a team name.
  + Tempest
* Send Fairuz the assessment schedule for ICT313 (Hannah)
* Download a copy of Unity 4.5.x (or the latest version)
* Fairuz to organise a Pro license for Unity.
  + Using trial versions until Pro license is available
* Alex+ to meet with Fairuz on Monday 10am to get a copy of the assets and devices.

**Tasks for this week**

* Install and setup devices on each team member’s laptops.
* Organise files and folders on GitHub.
* Start working on level design.

**Project discussion**

\*Diagram of game design on board and discussed.

\*Storyboard given to group and discussed.

* Training:
  + Live training or video (decide)
* Level :
  + OT -> task complete (up timer)
* Game automatically moves forward
* We decide what each level involves.
* WF:
  + Maze-like
* Decide if each level will incorporate the last level, or have each level separate with a final level that incorporates all 3. Etc.
* Make the game **FUN**, as it is part of a tedious rehab process.
* Decide if there should be 1 software solution or 4 (one for each device combination).