Meeting Notes:

Times:

* Client meeting: 10:15 Thursday Swiot building
* Group meetings: 1:30 Monday Business School

Group meeting 1 (1 Hour):

* Discuss potential game ideas and technologies we are going to use along with getting to know each other as we had not all previously met. Also set up GitHub and Trello Board.
* Game ideas included:
  + Tag
  + Channel 4 hunted equivalent
  + Capture the flag
  + Snail game
* Technologies used:
  + Python
  + Django
  + Bootstrap

Client meeting 1 (15 minutes):

* Spoke to stakeholder about the idea and decided on snail game.
* Spoke about competitive side such as the leader board and difficulties.
* Discussed next steps such as wireframe designs and UI designs
* After meeting we all agreed to design and think about game UI and other possible challenges within the game

Group meeting 2 (1 Hour):

* Agreed on wireframe design and divided tasks up on the Trello board that we were all going to have achieved by client meeting on Thursday

Client meeting 2 (15 minutes):

* Spoke about the UI wire frames we have designed which received positive feedback from stakeholder. He did say that it would be good if we could have a simpler design with less pages so we went onto redo some of the wireframe designs to better suit his needs.
* Showed stakeholder Trello board who said it was good but could be better if we added policies and work limits to each section
* After client meeting, we agreed to implement the login system along with the location features by Sunday which is when we decided to stop development for sprint 1

Group meeting 3 (1 Hour):

* We decided which tasks everybody was required to do required for submission and also discussed the presentation we are required to give.

Client meeting 3 (15 minutes) – First Sprint:

* Presented the game for the first sprint submission
* Not much given for feedback as the project needed to be assessed first.

Group meeting 4(1 hour):

* Decided not to have a group meeting this week as we were waiting on feedback from our previous submission. Additionally, we decided to take the week off to focus on other coursework’s.

Client meeting 4 (15 minutes):

* Received feedback from our first sprint submissions. (See process docs/Meeting Notes/Feedbacksprint1)
* Key points of interest were:
  + During the presentation give a background to the project
  + During the presentation explain why the game is a solution to the specification
  + Updating Trello board
    - Better policies
    - Split down cards into smaller chunks
    - Expected time for a task
    - Use priorities more specifically
  + Include tests for the game
  + Enhance the README
  + Finish the other components of the game that was not completed in time for the first sprint.

Group meeting 5 (1 hour):

* Discussed the feedback given, during the last client meeting, in more depth.
* Decided what we wanted finished for the next group meeting (group meeting 6):
  + Password Reset capabilities
  + Snail spawning and moving towards the player
  + Snail validation
  + Trello board fixes
  + Leader board implementation
  + Scoring system
  + Policies fixes
  + README updates
  + Profiles for players
  + Tests
  + ‘Debug’ features to make testing different components of the game easier
* Decided that we will attempt to finish the whole game by the next group meeting. To have it ready for google cloud hosting on the following Tuesday. Given us time to fix any unexpected problems for the final submission

Client Meeting 5 (15 minutes):

* Updated the clients on our current progress and where we aim to be by the end of the week.
* Got more insight on how to properly form the ‘poster’ needed for the submission and what is expected from our final presentation of the game.

Group Meeting 6 (1 hour):

* Discussed any technical implementation that still needed doing. Deadline was sent for midday on Tuesday, after which, we would transport the game to the google cloud hosting servers.
* Discussed what we wanted on our poster
* Discussed the different aspects of the game we were going to talk about during our presentation

Client Meeting 6 (1 hour) – final submission:

* Presented the game.