

# Onboarding

MEETING No 0.2G



## Meeting Details

Organiser	Waiyaki
Date	Wednesday, 17 April 2024
Time	9:15 – 11:40
Location	MDH (Room 1.54)
Participants	All team Members

## Agenda

I. Welcome	<ul style="list-style-type: none"><li>⇒ Opening remarks.</li><li>→ Approve the agenda.</li></ul>	Facilitator: Waiyaki
II. Previous Minutes	<ul style="list-style-type: none"><li>→ Recap Summary of previous meeting.</li><li>→ Have goals of previous meeting been met including outstanding action items.</li><li>⇒ Rediscuss any incomplete decision points.</li></ul>	Kathi 09:15 – 09:20
III. Roles	<ul style="list-style-type: none"><li>→ Agree on Team structure.</li><li>→ Assign Roles and corresponding responsibilities.</li></ul>	Waiyaki 09:20 – 09:30
IV. Goals for prototype	<ul style="list-style-type: none"><li>→ Key features that make up our game.</li><li>→ Extra Materials (Art, UX, etc.) needed.</li><li>→ Divide tasks into respective roles.</li></ul>	Micha 09:30 – 10:00
Break		20 min
V. Onboarding 1 GitHub	<ul style="list-style-type: none"><li>→ Get all accounts onto both GitHub repositories.</li><li>→ Set up all needed programs associated with unreal project.</li><li>→ Go over file structure and Repo Hygiene (Dos &amp; Don'ts)</li></ul>	Ole 10:20 – 10:50
VI. Onboarding 2 Documentation	<ul style="list-style-type: none"><li>→ Get everyone access to the right confluence space.</li><li>→ Introduce confluence structure and general documentation structure</li></ul>	Waiyaki 10:50 – 11:10
VII. Onboarding 3 Codecks	<ul style="list-style-type: none"><li>→ Get everyone access to Codecks</li><li>→ Cover general PM Structure</li><li>→ Go over expectations and conduct concerning Codecks</li></ul>	Micha 11:10 – 11:30
VIII. AOB	<ul style="list-style-type: none"><li>⇒ Address any remaining topics, concerns, or questions not covered in the agenda or that came up during the meeting</li></ul>	Waiyaki 00:00 – 00:00
IX. Close Out	<ul style="list-style-type: none"><li>→ Summarise the key decisions and actions from the meeting.</li><li>→ Note undiscussed items to be discussed either asynchronously or in next meeting.</li><li>⇒ Closing remarks.</li><li>→ Schedule next meeting or touchpoint.</li></ul>	Waiyaki 00:00 – 00:00

## Key

- Informational
- Discussion topic
- Action item
- ⇒ Other

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## Pre-Meeting

**Date** 17.April 2024

**Time** 09:15 - 11:40

## Attendance

@katharinabornemann

@Micha

@Ole Ortmann

@Timon

@Mohammad  
Sharkawi

@Waiyaki

@zhaoliang zhu

@Fabian

@Angeli Fernando

@Victor

@Ana

@Valeryia

## Meeting

### Action Items / Decisions

define roles (art + other)

create Miro account for chunky One → have michas there for everyone to share

focus on using task management this time → Codecks (we need an answer from them via email)

give leads Codecks access

### Minutes

- Kathi does summary
- we need to define roles
  - Ole is Programming Lead
  - Micha Production/Everything → Design Lead
  - Victor is Art Lead

### Prototype Goals

- Prototype is due 8. May

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- what do we want to be part of the prototype?
- Multiplayer aspect, friend invite done
- voice chat done
- have hand animation for combat prototype todo
- first iteration of player character todo
- first iteration of modular kit todo
- creature concepts todo
- explore advanced rigging todo
- UI style testing todo

## About Roles

- Victor will ask what do you want to do, what can you do?
- see roles in [Home](#) Page
- having concept for 3d modelling will be needed for creature/character
- not so needed for environment → references are enough

## GitHub, Branches → Ole Presentation

- download UE 5.3.2 + VisualStudio 2022 + GitHub Desktop

How different branches work in GitHub

- Ole explains how GitHub works
  - you can clone files from GitHub to your computer, you can push files, other people can pull
  - in code it is not that hard to fix merge conflicts → just edit code lines
  - in UE you need to leave files untouched

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- in checklist, only select files you have been working on to push (deselect the ones you didn't work on)
- How Branches work
  - Main will only be used for milestones
  - Dev branch will be the latest version of the game
  - then each person has their own branch
    - and merges into dev
- if you have questions about committing → ask programmers before pushing anything
- we also have an Assets Repository, where everyone has their own folder and we can share files easily

## Confluence

- Waiyaki explains how we will work with Confluence
- use one pagers instead of full text → but if full text needed to flesh out ideas then go for it
- use task management → [Codecks](#)