**14/02/2018 11:00**

**Attendance: Everyone**

Today:

* Set up the Git, Git hub or Git Lab.
* As most people have used GitHub we are going with Github
* Assign lose roles
* Peter talked about peer programming
* 3 main programmers and peered with other 3 less experienced
* **Git has been set up**

**Game ideas**

* Whack of mole type game
* Top down view? possibly put to a control pad or to a phone? Research which is more realistic before finalising the game, figure
* out which is more realistic of 2D or 3D. As levels go on platforms can change. survivals aspect? Easy to shape to what you want.
* Max- off of whack a mole idea- plat forms where the player has to move and catch to add to his score. Put in enemies, scoring and lives, mario is to complex.
* Andes - battle ship type game where you play against the computer, enemy attacks random players, probably requires AI.
* AI would be a lot more difficult
* Game needs to be single player focussed
* Andes- the whack a mole idea, but the player is the mole, try not to have the game have deep AI
* Shalini - Educational game where learning is more fun.
* Dave- Need people to test and to design charts, need to check off what’s been done
* Max- need to decide how where developing, test driven development? Wyan agrees to test driven

*Peter- wants sufficient targets for all for next week. Next week will ask us to asses our success.*

* -Dave - Memory games, numbers on the screen to try to remember what the number order was.
* Dave- Strongest plan = platform plan, catching stuff from the sky, thick screen platformer instead of 2D scrolling
* Max – peer programming- should allocate what each pair needs to do to program.
* Shalini – need to focus on implementation before we design the use case.
* Max- Test driven development = general idea of how something works and test it until it works that way.

*Peter – you need a group name*

* Lydia -Cognitive walk throughs need to be implemented where appropriate along the game development.

Dave: For next week (and roles):

* All come up with game ideas and further research on already discussed games
* When game idea is finalised split into three parts and go from there
  + In pairs there is a lead developer and someone to code alongside.
* Designs for the game, Dave has design skills with photo shop
* Wyan wants to research technical aspects of Unity
* Read me started by Thursday next week: *Peter*
* Have testing in pairs, but when stuff is pulled together have people outside of pairs test, potentially have a separate tester. The non-developers in pairs should be able to understand the Git and check that the game is working as a whole.
* Put everything on trello
* Tester to figure out bugs, need a git master who makes sure that the. Git Master = Max
* Andres, Wyan, Shalini – wants to program
* *Lydia – management side of documentation and co-ordinator*
* *Andres – programmer and researcher*
* *Shalini – programmer and tester*
* *Dave – Designer and programmer*
* *Wyan – Technical documentation and programmer*
* *Max – Github and programmer*

Tasks for next week

* + All try unity, game idea – play around with it in unity- paper prototype- how much work involved
  + Different games to re-search
  + Max -2d Platforming
  + Dave- wack a mole
  + Shalini – Educational
  + Wvay – platforming
  + Andres - Battleships
  + Lydia – break down minutes for trello board, come up with format for management documentation, weekly documentation of progress.