

## Meeting Details

Field	Detail
Date	Nov 12, 2025
Time	10:30 - 11:10
Location	📍 University of Plymouth
Type of Meeting	Client Meeting
Chair/Facilitator	Connor Pester
Minutes Taker	Cristian Parry
Event Link	

## Attendees

Name	Role/Department	Status
Connor Pester	Member	Present
Ayush Paudel	Member	Present
Cristian Parry	Member	Present
Tim Caird	External - Client	Present

## Agenda

1. Basic Explanation of the games
2. Map and how to score points
3. Showing what can be placed

# Discussion and Decisions

## 1. Basic explanation of the game

- **Discussion Points:**
  - Tim gave the team a walkthrough of the game and how the game is played and expected to run.
  - The game is a tile placing game where the players have to make unique high ropes course scoring points for each unique tile.
- **Decisions Made:**
  - 20×20 border map
  - Multiplayer games from multiple devices in one area.

## 2. Map and how to score points

- **Discussion Points:**
  - Tim gave the team a set map size to 20×20 so that the users will not have to move the map around lots of time.
  - Point system
- **Decisions Made:**
  - The map size was set to 20×20 this give us the parameters for what is needed to be done and the basics of the point system but this is subject to change

## 3. Showing what can be placed

- **Discussion Points:**
  - Tim would like an easier way to see what can be placed
- **Decisions Made:**
  - Highlighting the cards that can be placed will allow the user to see what they can do.

## Action Items

Item #	Action	Assignee	Due Date	Status
1	Basic mock up home screen	Connor	24 Nov 2025	In Progress
2	Research grid design	Team 24	📅 Date	In Progress

Item #	Action	Assignee	Due Date	Status
3	Home Screen image	Cristian	 Date	In Progress

## Next Meeting

- **Proposed Date:** 26 Nov 2025
- **Proposed Time:** 10:30
- **Event Link:**
- **Draft Agenda Topics:** Discuss if rules are fully set up and discuss if the point system has been fully established.

# Supporting Documents

