

Team Meeting Minutes

Team 24 Meeting Details

Field	Detail
Date	Friday, 21/11/2025 ▾
Time	8:30 pm
Location	virtual ▾
Type of Meeting	Internal Sprint 2 discussion ▾
Chair/Facilitator	Person ▾
Minutes Taker	ayush ▾
Event Link	Calendar event ▾

Attendees

Name	Role/Department	Status
Ayush Paudel ▾	Member ▾	present ▾
Connor Pester ▾	Member ▾	present ▾
Cristian Parry ▾	Member ▾	present ▾

Agenda

- Purpose of Meeting:**
 - To discuss the idea on how to go for implementation.
 - To discuss the grid & tile placement logic for implementation in Unity.
 - To agree on next tasks before the Sprint 2 review with the module teacher.
- Progress Update:**
 - Unity project has been created and initial structure set up.
 - Menu UI and basic gameplay UI layout discussed.
 - Tile placeholders and Home tile prefab still researching.
 - Trello board reorganised with Sprint 1, Sprint 2, and Blocked items.
 - Client meeting minutes have been documented and uploaded.
- Discussion – Grid & Tile Placement Logic**

Discussion and Decisions

1. Grid & Tile Placement Logic (from Section 3)

- Discussion Points:**
 - The board will be a **20x20 grid for the MVP**, represented using a 2D array.
 - Each grid cell stores whether it contains a tile or is empty.
 - A **Home Tile** will always be placed automatically at the centre of the grid on

game start.

- **Tile Placement Logic:** Convert screen position → world → grid coordinates; Check if the grid cell is in bounds; Check if the cell is empty.
- *Future:* add adjacency rules, edge matching, path validation, etc.
- **Tile Rotation:** Handled using 0/90/180/270 degrees, rotation will affect the tile's path edges.
- **Legal Moves (Future Enhancement):** The same logic will later be used to show "legal placement hints" on the grid.
- **Decisions Made:**
 - The team agreed on the initial grid and tile placement logic as discussed, with the 20x20 grid and 2D array representation.
 - Placement for the demo will be simplified to allow placement anywhere inside the board.

2. Risks / Blocked Items (from Section 4)

- **Discussion Points:**
 - Waiting for final physical board game and full rule document from client.
 - Guest movement and scoring logic will remain blocked until rules are complete.
 - Multiplayer & leaderboard features are planned for later sprints.
- **Decisions Made:**
 - Implementation for Guest movement and scoring logic is formally blocked until the client provides complete rules.

3. Next Steps (from Section 5)

- **Discussion Points:**
 - The immediate next step is to prepare a working demo.
 - Further discussion and starting the implementation are required after receiving the physical game and layout details.
- **Decisions Made:**
 - Agreed to focus on the working demo first.

Next Meeting

- **Proposed Date:** 25 Nov 2025
- **Proposed Time:** 13:30 pm