

## 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

#### 1. 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.

#### 2. 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.

#### 3. 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