

Meeting Minutes - 12 Nov 2025
Team 24

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

