New Years 2018 COGS Meeting (1/4/18)

Members Present: Aditya, Alex, Austin, Eric Roberts, William

* Dedicate the first 3-4 meetings to teaching fundamentals
  + Unity
  + Rutgers themed?
  + Break off into groups after
  + 4th meeting dedicated to group meetings
* Each group has a mentor assigned or someone who knows that field
* Game Maker Studio as a group
* Unreal Engine
* Milestones
  + End of the semester party: Rewards
    - As more groups finish, we add in more stuff.
      * Ex. 1 group finishes, we get a pizza. 2 groups, we get soda and cookies
  + Needs a certain complexity to it
  + Milestones need to be reasonable and verified
* Game Nights
  + After every other meeting, we have game nights
  + Demo Days: we start game nights early
* Continue the idea of breaking into groups
* Demo Days
  + Encourage people to present
  + Every 3 weeks
* Projects that continue
* Tutorial
  + 2-3 people do all of the tutorial
  + 2D vs 3D
    - Take a vote of the members. If it’s a tie, the presenter decides
    - Explain that both are similar. What you learn can be applied to anything.
  + People should be able to make the game without referencing the actual tutorial
    - Presenters should understand the content before meetings and prepare the material in Github repo
  + Include a short tutorial on documentation? Up to presenters
  + Will and Eric
* Reimbursement
  + Need to buy from Rutgers approved Vendors
* Continue having social events
  + Collaborate with USACS, RUMAD, etc.
* Budget
  + Get Pizza for the first meeting (1/23)
* Fall 2018 Board Selection
  + Applications / Interviews
* Discord for Fall 2018
* Collaboration in RPG Maker and Game Maker?
* Website
  + Organize resources page alphabetically
  + Add RPG Maker and Game Maker to Resource tab
  + Add different Projects to the Projects page (Will 😊)
  + Send photos to Eric
  + Update Events

**Checklist**

* Confirm that we have the room for next semester (Tuesday 7-9)
* Update the website (Photos of the members at the very least)
* Draft tutorial outlines
* Add meeting notes to RUCogs Folder and Github

**Tentative Schedule**

1/23 – Intro/Tutorial

1/30 – Teaching Meeting

2/6 – Meeting

2/13 – Last Tutorial/First meeting in groups

2/20 – Meeting in Groups/Game Night

2/27 – Meeting in Groups

3/6 – Meeting in Groups/Game Night

3/13 – Meeting in Groups

3/20 – Demo Day

3/27 – Meeting in Groups/Game Night