**Group Project: 1st Minute**

**Date:** 29/09/2017

**Time:** 15:30 – 17:30

**Group:** 12

**Location:** Library 1st Floor

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| **Who attended?** |
| Everyone. |

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| **Why?** |
| To discuss, evaluate and elect a board game of our choice as our project for the rest of the year as well as overviewing the group dynamics and deciding on how the workflow will be like throughout the project’s discussion, design and implementation. |

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| **What was discussed?** |
| * We looked at the **various existing board games** as possibilities for our project for the year and we tried to assess and analyze the several board games that interested us from a critical point a view such as its’ **feasibility, complexity and fun factors**; The game that was chosen at the very end was **Battleships**; * **Elected** a sub-team to be in charge of the planning, scripting, producing and editing of the video we will need to be present in a few weeks time for pitching purposes. The **pitch team** is essentially composed by: Amir, Humza, Damon and Navsher; * We assessed which **platforms and industry tools** to make use of in order to succeed in the project, such as using **OneDrive** and the **Blackboard’s** exchange file space as the main tools to upload and share files between the team; making use of **Aston Email** to communicate with the module tutors; using **Whatsapp** as the main point of communication between the team; using **GitHub** as a way to interact with our project in a more efficient way; using **Java** as one of the main core languages to program our board game; * Defined roles, and **allocated tasks** to every single member of the group **to ensure** that everyone is **equally involved** in the project. |

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| **Ideas to follow for the next meeting:** |
| * Everyone should **bring their laptops** to the next meeting that follows in order to be able **to set up GitHub** properly as a group; * The pitch team **should have planned** how they are going to do **the video** and have the script ready by the next meeting to start producing and editing it; * Some members were prompted to do some **research on different continents** in order to find out more about their ships and history behind them; * Other members were also allocated to create a timeline and also a breakdown of the battleship game to see very roughly how it would be coded |

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| **Next meeting:** |
| **Date:** 04/10/2017  **Time:** 11:00 onwards  **Location:** If available, Project Room 205, if not, Library 2nd Floor. |