**DMC**

**DATE: 20 November 2018**

**TIME: 13:00 - 16:45**

**ATTENDEES** Tom Gibbs, Elliot Chester, Henry Crofts.

***GAMES LABS, COMMON ROOM***

**Meeting Aim:**

* **Definitively solve all merge conflict issues**
* **Ensure all team members have access to and develop from up-to-date Unity Collab files and Git files**
* **Identify all lost elements and how these can be reincluded without causing further merge conflicts**

**Meeting Minutes:**

All team in attendance.

All team members report further merge conflicts. Team are all aware the project has been affected by merge conflicts over the most recent sprint. To reduce the impact of the issue as much as possible, team called an immediate meeting to solve the conflicts and redefine work method to avoid the recurrence of this in future.

Team are unsure how the conflict occurred as each team member has been working on separate application elements, each in their own test scene.

Team requested help of Chris Janes to fix issue. Chris was also unsure of how the conflict occurred as the way the team have worked through tasks should effectively partition work.

Chris was able to help the team recover the most recent project version, and import compatible elements, before pushing this version to both Unity Collab and the group Git repository for all members to treat as the master version.

Team used remainder of meeting to identify all work which has been lost to overcome this merge conflict and the previous merge conflict (previous conflict solved during team meeting 16/11/18).

As a jam, the team then began re-adding elements to the project from saved local copies. Unfortunately, some game elements/functionality were permanently lost as the team tried to solve both major merge conflicts. Team has begun reproducing these behaviours and expect to have these reimplemented by the next team meeting (in time for the client presentation).

Work that requires reproduction has been defined by the team and allocation of this work was been agreed by each team member. This will be done ahead of the next team meeting where the team will confirm no further merge conflicts have occurred. Each team member agreed to ensure that local copies are saved to eliminate potential loss of work being repeated.

Team confirmed Friday’s arrangements for meeting with the client. Henry to travel directly to the museum, Tom and Elliot to drive from Ipswich (Tom to pick up Elliot at 12:00).

Team will meet near the museum 45 minutes ahead of the scheduled client meeting to allow for extra presentation preparation.

Next meeting arranged for Thursday 22 November @ 14:00.

**Tasks for the current week:**

* **HC - total time: 6h**
* **HC: Attend group meeting to attend for client presentation (2h 30m)**
* **HC: Travel to Diss museum to present prototype to client (1h 30m)**
* **HC: Conduct playtesting with at least 6 external people to assess robustness of application functionality (1h)**
* **HC: Improve elements highlighted during playtesting (1h)**
* **EC - total time: 6h**
* **EC: Attend group meeting to attend for client presentation (2h 30m)**
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* **TG: Improve elements highlighted during playtesting (1h)**

**Detailed task breakdown, task descriptions and time estimates added to JIRA sprint.**