

TEAM 9 MEETING MINUTES



Meeting Details

Team Name:	Team 9
Meeting Date:	7th August 2021
Time:	10:00 PM - 11:00 PM
Venue:	Discord Conference Call
Attendees:	Issac, Matthew, Rodney, Josh, Dhruv, Dennis
Absent Members:	None
Minutes Taker:	Matthew

Agenda Details

Tasks	Sub-tasks
Reports	<ul style="list-style-type: none">• Reflection of Client Meeting
Discussions/ Clarifications	<ul style="list-style-type: none">• Strength / Weaknesses relating to the project• Opportunities / Threats relating to the project• Hours to dedicate to project• Assigning Roles
Next Meeting	<ul style="list-style-type: none">• Re-asses and add tasks and Roles• Expand/adjust scope• Re-asses opportunities and threats

Meeting Minutes

Isaac starting presentation with the agenda for meeting one.

- Reflection of Client Meeting
 - Isaac and Matthew found interesting and different time of
 - Isaac good with physics
- Strength / Weaknesses relating to the project
 - Isaac physics
 - Matthew visual aspects done to high standard
 - Rodney thinks visuals at a high level would be good
 - Rodney physics and done some research, unity experience (running smoothly in 3D environment)
 - Dhruv, done threading and uses GitHub so can handle those issues (potential GitMaster)
 - Collisions potential threat and weakness (Rodney experience with collisions)
 - Dennis, decent programmer and has high school level physics and doesn't mind learning some more
 - Josh, has level 1 Chem and physics
- Hours to dedicate to project discussed - Isaac

- Assigning Roles
 - Can not assign roles yet until we understand the project more in depth
- Weekly Meetings set - Isaac
 - Set Wednesday morning as weekly meeting in conference room at UWA 10AM
- Sprint 1 roles assigned - Issac

Role	Name
Team manager/project controller	Issac
Minute taker	Matthew
Client, Mentor auditor liaison manager	Josh
File/document manager	Dhruv
Quality and assurance	Dennis
Project Administrator	Rodney

- Research
 - GitHub plugin with unity
 - Vector field checking

Action Plan

		Name
To Do	<ul style="list-style-type: none"> • Familiarise with C# and Unity • Familiarise with relevant physics • Explore different frameworks (such as data structures) • Formalise meeting schedule 	All