Attendance and Group Meetings

For each of our group meetings I have written a short description containing what we discussed in our group meetings along with an attendance table containing each members attendance.

Meeting 1 (30 Minutes)

We refined the game idea and we also spoke about who would be working on what for the game. As a group we decided to go over the CRG for this module, ensuring that we know all of the criteria’s we have to meet.

|  |  |
| --- | --- |
| Adam | 1 |
| Barnaby | 1 |
| Ben | 1 |
| Caleb | 1 |
| Jenni | 0 |

Meeting 2 (~3 Hours)

This meeting we spent 3 hours in the labs working on unity, we managed to get a lot of work done, we worked on creating an AI system using pointers, these point enemies in certain directions when they hit them, allowing us to make paths in our game. After this we fiddled around in unity getting a simple setup sorted, testing the pointers are working correctly and ensuring the enemies interact with them correctly.

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| --- | --- |
| Adam | 0 |
| Barnaby | 1 |
| Ben | 1 |
| Caleb | 1 |
| Jenni | 1 |

Meeting 3 (official) (30 Minutes)

In our official meeting with Andy we spoke about the work we had done in unity and also about how were glad that we got a good start on our game. We spoke about some specific parts of the design document and an idea of what to include in each section. We also spoke about group attendance and thought it would be a good idea to keep track of it.

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| --- | --- |
| Adam | 0 |
| Barnaby | 1 |
| Ben | 1 |
| Caleb | 1 |
| Jenni | 0 |

Meeting 4 (40 Minutes)

In this meeting Ben and Caleb decided to work on parts of the document and discuss which parts each of us would be doing, as we already have two group members working on the game that are both confident with using unity.

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| --- | --- |
| Adam | 0 |
| Barnaby | 0 |
| Ben | 1 |
| Caleb | 1 |
| Jenni | 0 |

Meeting 5 (Official) (30 Minutes)

In our official group meeting with Andy we spoke about setting more group meetings so we can get the work done, as this may be hard over the Easter break due to people not being available. We considered meeting up during the Easter break if enough of the group are available as we feel that we could get a lot of work done if we went to the computing labs for a few hours. Caleb and Ben then explained to the group about how we are not as strong in unity (compared to other members) and decided we would happily work on the document, we then discussed which parts we will be working on.

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| --- | --- |
| Adam | 0 |
| Barnaby | 1 |
| Ben | 1 |
| Caleb | 1 |
| Jenni | 1 |

Meeting 6 (monday)

Ben missed this meeting, find out what happened

|  |  |
| --- | --- |
| Adam | 1 |
| Barnaby | 1 |
| Ben | 0 |
| Caleb | 1 |
| Jenni | 1 |

Meeting 7 (Official)

Ben missed this meeting, find out what happened

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| --- | --- |
| Adam | 1 |
| Barnaby | 1 |
| Ben | 0 |
| Caleb | 1 |
| Jenni | 1 |