

MAD SABINO MEETING MINUTES

Date: September 7th, 2021 Attendees: Miguel Villanueva, Alex Peña, Dawson Hill

Open Issues

- What platform will be the best for developing 3d environment?
 - Unity
 - All team members have at least some experiences with Unity, and Miguel mentioned that the sponsor/client recommended unity as well.
- What will we use for a code repository?
 - Likely GitHub
 - Will this need to be private? If so, does GitHub copilot take from private repos, is this okay? What about future monetization?

What's New?

- Team Name chosen: MAD SABINO
- Weekly team meeting set(for three members)
 - Every Tuesday @5:00 in the library
- Team Designations:
 - Alex will take meeting minutes for now and circulate them among participants.
 - Miguel will be inContact with the client and setting up the budget for now.
 - Dawson will be creating the agendas and handling the documentation for now.

Before Next Time

- Brainstorm questions for the client meeting

Other Notes

- Team name discussion:
 - Team SABINO, MAD SABINO, Team MAD SABINO, et
- Main team communication will be through Discord.
- Miguel will be in contact with Dr. Perry to setup a meeting
- First impressions are that the most difficult part of the project will be handling the SABINO inputs/outputs

Next Meeting

September 14th | 5:00 PM @ U of I Library