



# 27/10 Meeting Minutes

<b>Meeting Objective</b>	Client Meeting to discuss non-functional requirements
<b>Attendees Present</b>	Emily, Tierney, Harry Kelly, Alexandre Pinneau, Joe Sander, Timothy Kerr-Chin
<b>Meeting Start Time</b>	09:34

<b>Time</b>	<b>Discussion</b>	<b>Action agreed upon</b>
09:36	Asking questions to the client. <ul style="list-style-type: none"><li>• <a href="http://gameaccessibilityguidelines.com/basic/">http://gameaccessibilityguidelines.com/basic/</a> Accessibility controls, be aware of these guidelines.</li></ul>	N/a
09:42	Discussion about size of the screen. Must be scalable, i.e. playable on a 32" monitor.	N/a
09:45	Discussion about game engines and specifically libgdx.	N/a
09:47	15 Minute break.	N/a
10:02	Discussion about next steps to take in the project. <ul style="list-style-type: none"><li>• Use of Kaban boards.</li></ul>	N/a
10:13	Discussion and collating of design ideas. <ul style="list-style-type: none"><li>• Scanners</li><li>• Infiltrators</li></ul>	N/a



<b>Action to be undertaken for the next meeting</b>	N/a
<b>Date of Next Meeting</b>	29/10
<b>Meeting End Time</b>	10:35