"WHISPERFIELDS"
Minutes

MARMOT.G5

COMP-1869-M01-2025-26 Final Year Group Project

Vlad Tomov – 001321349

Vlada Sydorenko - 001268537

Connor Craig – 001308843

Roshni Thapa – 001355831

Eni Haziri - 001303617

Date, time:	26.09.2025, 12pm – 13:00pm
Location:	KW102

Participants:	**Eni Haziri**
	Roshni Thapa
	Vlad Tomov
	Vlada Sydorenko
	Connor Craig

	Meeting Items
Item	**Topic Delegation/Planning**
1.	Item 1: Sprint planning We all agreed on a project direction and reviewed module requirements. We assigned roles and decided that Eni would be the first scrum master.
2.	Item 2: Project setup Unity project initalised, GitHub repository Setup. Requirements table and GDD discussed
3.	Item 3:Art and style direction. We agreed on a witchy Low-poly aesthetic and began researching similar games

Date, time: 10.10.2025, 12pm – 14:00pm
Location: Online – discord

Participants: **Eni Haziri**
Roshni Thapa
Vlad Tomov

Vlada Sydorenko
Connor Craig

	Meeting 2
Item	**Topic**
4.	Item 1: Sprint review Reviewed and completed sprint 1 : unity project setup , camera controller , Grid system and UI base layout
5.	Item 2: Grid System Progress and Game theme We spoke about how we would like the grid system to function and seeing if it was possible by making sure with our main programmer (Vlad) We also brainstormed about the game theme
6.	Item 3: Team Decisions We concluded that we will go ahead with a witchy theme after looking at games such as Hay Day and Stardew Valley. We finalised our colour palette.
7.	Any Other Business (AOB) : we decided that it would be easier from now on to do meetings online through discord as due to one of our members experiencing housing issues meaning they were unable to commute to in person meetings

Date, time: 11.10.2025, 12pm – 13:00pm
Location: Online – discord

Participants: **Eni Haziri**
Roshni Thapa
Vlad Tomov

Vlada Sydorenko
Connor Craig

Meeting 3	
Item	**Topic**
8.	Item 1: Sprint Goals We discussed and began to outline for sprint 2
9.	Item 2: UI Work and 3D model production We discussed styles for the UI sprites which Eni was in charge of drawing from scratch. She showed her pencil mockups. Roshni and vlada shared their ideas for what models they will be creating.
10.	Item 3: Requirements and GDD We discussed what to put into our requirements table and to update our GDD and plan for submission

Date, time: 18.10.2025, 12pm – 14:00pm
Location: Online – discord

Participants: **Eni Haziri**
                          Roshni Thapa
                          Vlad Tomov

                          Vlada Sydorenko
                          Connor Craig

Meeting 4	
Item	**Topic**
11.	Item 1: Gid and planting progress We spoke about the improved grid system and Vlad demonstrated that to us.
12.	Item 2: UI Work Eni and Vlad discussed the UI layout and Eni showed her UI sprite creation to the entire group to ask for opinions
13.	Item 3: 3D Models Roshni and Vlada showed their progress on models – mushrooms , shop concepts and discussed other potential models

Date, time: 25.10.2025, 12pm – 12:45pm
Location: Online – discord

Participants: **Eni Haziri**
                      Roshni Thapa
                      Vlad Tomov

                      Vlada Sydorenko
                      Connor Craig

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Meeting 5	
Item	**Topic**
14.	Item 1: Sprint Review - We reviewed our sprint and discussed topics such as the grid system refinements , buildings, planting system , UI updates and 3D model progress.
15.	Item 2 : Team decisions - UI to remain minimal for now - programmers to focus on finalizing certain mechanics - And increase production of 3D models
16.	Item 3: 3D models We discussed that we needed to increase production of 3D models as our main scene was looking plain and uninviting.

Date, time: 26.10.2025, 12pm – 13:45pm
Location: Online – discord

Participants: **Eni Haziri**
                      Roshni Thapa
                      Vlad Tomov

                      Vlada Sydorenko
                      Connor Craig

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Meeting 6	
Item	**Topic**

17.	Item 1: Next Sprint Goals
	We discussed that our next sprint should include harvesting, selling system, inventory function, UI improvements and more 3D models.
18.	Item 2 : Sound
	Our topic was discussing that we needed to implement sound and effects as the scene was not creating a strong enough atmosphere by just UI and game mechanics and models.
19.	Item 3: UI Expansion
	After discussing with the team we relayed to Eni what new sprites for our UI we needed.

Date, time: 02.11.2025, 12pm – 12:45pm
Location: Online – discord

Participants: **Eni Haziri**
Roshni Thapa
Vlad Tomov

Vlada Sydorenko
Connor Craig

Meeting 7	
Item	**Topic**
20.	Item 1: Inventory and Selling
	Vlad explained to us how the inventory script connected to the UI and how the selling system was progressing. And there was still some minor adjustments to do.
21.	Item 2 : Models
	Roshni explained how her production with models were going and showed us her different variations. and Valda showed us her pumpkins and eggplants.
22.	Item 3: Art direction
	Eni discussed her UI and what we should do with the art direction and ideas for a discussed idea (moon cycles)

Date and time: 08.11.2025, 12pm – 12:45pm
Location: Online – discord

Participants: **Eni Haziri**
                        Roshni Thapa
                        Vlad Tomov

                        Vlada Sydorenko
                        Connor Craig

	Meeting 8
Item	**Topic**
23.	Item 1: Sprint review As a group we discussed our last sprint where we spoke about tasks completed such as: inventory completion , Harvesting effects/particles , selling system, UI updates and all key 3D models complete.
24.	Item 2 : Team decisions We discussed that all the 3D models need to be merged into the main branch so we can start finalising the main scene. We discussed with Vlad about what parts of the farming loop needs to be polish and he explained to us how he will be able to achieve that. We spoke with Eni to see what sprites and mapping out of the UI needs completion.
25.	Item 3: difficulties We all agreed that we needed to start committing and pushing our assets to get the game more polished so that we can figure out whats missing and where there are gaps.

Date and time: 09.11.2025, 12pm – 13:45pm
Location: Online – discord

Participants: **Eni Haziri**
                        Roshni Thapa
                        Vlad Tomov

                        Vlada Sydorenko
                        Connor Craig

	Meeting 9

Item	Topic
26.	Item 1: Next sprint goals We discussed that for our next sprint that we will need to focus on polishing the save and load system which the programmers agreed and discussed between themselves. We also asked Connor to begin integrating the SFX completely as the atmosphere felt dull.
27.	Item 2: Artists We discussed that the UI needed some polishing and Eni said she will program the scroll and for the loading screen so that it loads into the main scene and acts as a rolling effect instead of just having a simple button to click into scene. Roshni discussed where the final models should be placed
28.	Item 3: Bugs We all collectively discussed that we should not decide on any new features. For example the moon cycle feature.

Date and time: 22.11.2025, 12pm – 12:45pm
Location: Online – discord

Participants: **Eni Haziri**
                    Roshni Thapa
                    Vlad Tomov

                    Vlada Sydorenko
                    Connor Craig

Meeting 10	
Item	**Topic**
29.	Item 1: sprint review As a collective we discussed what we had finished – saved/load system , all of the UI assets finished. SFX integrated and final models added
30.	Item 2: models We discussed that now that the models are finally complete we need the final scene layout to be completed so that wow could move into our final polish sprint.
31.	Item 3: Final team decision

	We all agreed as a collective that we need to begin to plan our final polish sprint and begin to merge everything.

Date and time: 23.11.2025, 12pm – 12:45pm
Location: Online – discord

Participants:
Eni Haziri
Roshni Thapa
Vlad Tomov

Vlada Sydorenko
Connor Craig

Meeting 11	
Item	**Topic**
32.	Item 1: Final Sprint goals We all discussed what we needed to get done for our final sprint. We all play tested the current version to give feedback to each other and see what we could do to improve and polish.
33.	Item 2: final fixes We agreed that we needed to sort out final bugs within code. We also agreed that we needed some UI polishing which Eni had decided that she would program an upcoming scene to showcase features that would be in our next version. We also discussed with Roshni on a few scene adjustments.
34.	Item 3: Presentation We discussed what we need to get done to implement it in our presentation also to record a video for our website on itch.io

Date and time: 02.12.2025, 12pm – 13:45pm
Location: Online – discord

Participants:
Eni Haziri
Roshni Thapa
Vlad Tomov

Vlada Sydorenko
Connor Craig

	Meeting 12 – final meeting
Item	**Topic**
35.	Item 1: Final review Eni discussed what she fixed on the UI and showed us her new features. Vlad fixed bugs within the game loop and showed the group. Roshni and Vlada showcased their final scene. Connor fixed the lighting.
36.	Item 2: Gameplay Loop We discussed the gameplay loop, and all had a playthrough. The game loop (Plant – Grow – Harvest – Sell) is fully functional.
37.	Item 3: Closure We finalised the entire game and built it. We also finished all relevant documentation ready for submission.