Meeting Minutes 2017

6th January

* Email sent to organise a group meeting as little work was done over Christmas.
* Meeting set up for the 9th Jan to go over what we have left to do.
* Lee informed group he won’t be back until 13th Jan and will miss the meeting.
* Quick sprint set up by Aaron to do for the 11th Jan

9th January

* Group meeting
  + As stated in his email Lee could not attend the meeting.
  + Created a list of many tasks we need to do to complete our game. The list was then used to create our backlog on GitHub and give us an idea of what we have left.
  + Agreed that we all will need to do a few more tasks for the next few weeks to make up for the Christmas period (exluding Lee this week as Lee cannot work at home)
  + Updated the furniture list of models we need to now show which objects are complete to objects not started on.
  + Matt fixed the house model including texturing which means the house model is now complete
  + Normal sprint will be set up on 11th Jan

11th January

* Sprint was set up. Tasks are to focus on mainly models

16th January

* Group meeting with everyone:
  + Went over the tasks done during Christmas, we need to take on extra tasks for the next few weeks due to the lack of work done during the Christmas period.
  + Discussed next week task list – since we all are doing the game jam we won’t do extra tasks this week
  + Spoke about the Tranzfuser Project. We all agreed we will join the project, however we must have a minimum of 4 people in our group so we need to look out for anyone else interested in joining the Transfuser Project.
  + Looked into changing the art style for our game. We’re now focusing on a more realistic art style rather than plain minimal.

17th January

* Discussed changing the art style for our game. Since Matt has applied detailed textures to the house, the furniture must match it. Therefore, our art style is aimed towards realism.
* Since art style has changed, old models must be retextured to fit the theme and will need to be done on top of previous tasks