# Meeting Minutes 12-12-17

Start time: 14:30pm

End time 16:00pm

Attended: Blake Hewit, Thomas Simmons, Callam Mutton

Not Attended: Quwaine Dantes due to family issues.

## Where the project is currently:

Our project progress in the past sprint week has been the following:

Thomas Simmons progress:

* Improved 3D garden level design
* Backed up changed with reference document

Callam Mutton progress:

* Completed an animation document of the players character
* Only coloured in the standing still stance on character

Blake Hewit progress:

* Completed HUD information designs
* Completed design document for level design
* Completed front gate and pet gate models and exports for garden level.

Quwaine Dantes progress:

* Very little change to inventory system for game.

## Meeting with Rob Kurta and feedback

At 15:00pm we had an meeting with Rob Kurta regarding our groups progress since our last games pitch and about Quwaine Dantes lack of work over the past two and half weeks. This is the feedback he game us.

### Lack of Project Hours:

Rob Kurta mentioned the lack of hours all group members have been committing to the project and it shows in our work and morale of the group. There is supposed to be at least 100 hours committed to the group by now and the total hours are shown below:

Quwaine Dantes: 44 hours

Thomas Simmons: 40 hours

Callam Mutton: 38 hours

Blake Hewit: 24 hours

This is clearly not good enough to have a successful project by the end of the xmas break.

### Lack Project Management

The whole group was originally complaining about Quwain’s lack of attendance and work but Rob Kurta with the evidence he had showed that he was the most committed member of the group and relying on him to program by himself is a very silly thing to do because it shows a lack of management towards the group. He mentioned that it is unfair to get him to program by himself and if anything happens to him which causes him not to be able to work the group is finished. He suggested we merge programming tasks between the whole groups.

### Rob Kurta Recommendations

We as a group should do a minimum of 6 hours game jam to create and unique and an idea we would all like and be committed to make. In this jam we should do the following:

* List the actions of code we understand and capable of doing
* Find and interesting theme to our game
* Discuss everyone’s strength’s and weaknesses
* With our skill set discuss what we think we can create

We then decided as a group the games jam would be ideal for our group and we were not required to pitch our game idea this week since their wasn’t one.

Completed By: Thomas Simmons