Group 5 Meeting Minutes

Date of Meeting – 31/01/2018

Time of Meeting – 10:30am

Attendees – Max Carter, Rebecca Brannum, Joe Wilson, Elliot Page, Zachari Cooper

**Postmortem of previous week’s work:**

What went well –  
1. Joe’s eagle model looks great  
2. Max’s models look great  
3. Vast majority of music and sounds added – all functional  
4. Main menu all completely functional  
5. Level continuing to take shape with various models being added

What went badly –  
1. Incorrect import of models meant a lot of Elliot’s work had to be redone  
2. Unity had lots of crashes, so Elliot almost lost all the work again – SAVE FREQUENTLY  
3. Issues with communications (see incomplete tasks)

What can be done to improve this week –  
1. Better communication  
2. SAVE FREQUENTLY  
3. Try to get tasks done a bit earlier in the week – ideally before Monday

Overall Aim of the Week’s Sprint –   
1. Get everything alpha ready (see this week’s task list)  
2. To review and practice the presentation until we feel confident delivering it

Incomplete Tasks –   
Max – Rig the character model – due to an issue in communication, I was only able to get the character model from Zak late Tuesday night. Task will be completed today instead.

Zak – Create additional building models – couldn’t access JIRA so didn’t know task. Task being completed today.

Elliot – Decorate the level with building decorations and lighting – hours were exceeded and the task was still not finished. Additional time granted this week so the task can be completed

Tasks for the Current Week:  
Task estimated length to be included in brackets after the task e.g. (8h)

**PLEASE NOTE: There are not many things that need doing before the alpha state. As a result, some people may have less than the ‘expected’ amount of hours this week. Tasks may be added to JIRA as and when if people think of things that really need doing.**

Max – Rig the new character model (1h), Do the presentation (3h)

Rebecca – Put the eagle and trees into the level (1h), In game UI menu (6h)

Joe – Experiment with the emissive lighting (3h), Implement the movement code (1h)

Elliot – Decorate the level with building decorations and lighting (3h – continued for last week)

Zak – Create additional building models (2h), Create the lighthouse model (3h)

Things of Note:  
1. Zach will not be available on the 3rd and 4th of February  
2. Elliot will not be available on the Thursday evening through to Sunday morning  
3. Rebecca will not be available on the 3rd of February  
4. Joe will not be available on the 4th of February

Meetings Planned:  
05/02/2018 – Group Meeting – 5:00pm - Labs  
07/02/2018 – Group Meeting – 10:30am – Library Pod 3  
14/02/2018 – Rob – 10:00am – A216