Group 5 Meeting Minutes

Date of Meeting – 05/10/2017

Time of Meeting – 13:00

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

Postmortem of previous week’s work:

N/A – First week of logged work on JIRA.

What went well –

N/A

What went badly –

N/A

What can be done to improve this week –

N/A

Overall Aim of the Week’s Sprint –

To prepare for the initial pitch of the ideas we’ve had for the project.

Tasks for the Current Week:

Max – Character Design (3h), Create the presentation (3h)

Rebecca – Create a player lobby (4h), Implement the core game loop in a multiplayer environment (4h)

Joe – Create a character controller (10h)

Elliot – Create the presentation (3h)

Zach – Architectural modelling (14h)

Meetings Planned:

Pitch next week (11-10-2017). Meeting will happen afterwards.