Group 5 Meeting Minutes

Date of Meeting – 11/10/2017

Time of Meeting – 13:00

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

Postmortem of previous week’s work:

The presentation feedback was mostly negative. Lecturers took large exception with showing off ideas we had already rejected (a move we had chosen to show us shedding off first-level consciousness), saying that it was a waste of presentation time. Lecturers also highlighted many holes in our design philosophy which we need to think about. These include:

* Which platform the game is for
* Estimated playtime for the game
* Target audience
* Core game loop
* Amongst others

In terms of project development, this week marked the first official, JIRA logged sprint of the project. Thus, we have a proper log of individual group member activity which we can rely on to direct our project management.

Work submitted:

* Max – Character Design (3h, completed), Create the presentation (3h, completed)
* Rebecca – Create a player lobby (4h, completed), Implement the core game loop in a multiplayer environment (4h, completed)
* Joe – Create a character controller (5h, completed)
* Elliot – Create the presentation (5h, completed)
* Zach – Architectural modelling (7h, completed)

What went well –

Our idea for the project was not outright rejected. This gives us a cautious optimism that allows us permission to continue with development of the game.

What went badly –

Showcased above in the Postmortem section.

What can be done to improve this week –

N/A – no major concerns with group cohesion.

Overall Aim of the Week’s Sprint –

To start major work on development. Primarily in terms of asset creation.

Tasks for the Current Week:

Max – Character modelling (2h), Train on mudbox software (2h)

Rebecca – Adapt Joe’s code for networking (1h 20m), Test the client (1h 20m), Tutorial code (1h 20m)

Joe – Research and attempt to implement contextual camera.

Elliot – Terrain/greyboxing (2h), UI Design (2h)

Zach – Cooperate with Elliot on greyboxing (2h), Create more buildings if necessary (2h)

Meetings Planned:

18/10/2017