Group 5 Meeting Minutes

Date of Meeting – 23/10/2017

Time of Meeting – 09:30

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

Postmortem of previous week’s work:

All work submitted on time.

Work Submitted:

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

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

Joe – Research and attempt to implement contextual camera (4h, completed).

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

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

What went well –

Team worked cohesively to complete their tasks within the timescale allotted. JIRA estimates were mostly accurate.

What went badly –

Team members need to improve their independence when it comes to updating JIRA, as it was all left to one person, which may cause logging errors.

What can be done to improve this week –

Have everyone update their own JIRA tasks on their own login.

Overall Aim of the Week’s Sprint –

To make headway with game ready assets, both 3d and 2d.

Tasks for the Current Week:

Max – Tweak the character model to work with animation (4h), Create a list of Mixamo animations and export the character (2h)

Rebecca – Get the network code working (6h)

Joe – Continue with camera implementation (6h)

Elliot – Design and create the UI (6h)

Zach – Design the tutorial level (11h)

Meetings Planned:

31/10/2017