**TEAM:** Group 2

**DATE OF MEETING:** 14th march 2018

**TIME OF MEETING:** 13:00 – 14:30

**ATTENDEES:** Kyle Bodin, James Macleanan, Willoughby axtell, Daniel beales

This weeks minutes followed from a review meeting with a stakeholder due to the lack of communication and organization of the group project. During our review the stakeholder Rob mentioned that he as not sure if we were all on the same page of the project concept and if we all knew how each of the team members were progressing with our tasks and where we were at in our places of development.

During our minutes meeting we had a multitude of discussions and deliberations about where we are at, progress wise and how we feel we can improve our teams capabilities. We took the time to fully talk about where we want the game to go and what tasks are needed to be done to get there, so in turn making a back log of tasks. We have also spoken about the communication levels within the team so we are going to try and improve by making more regular communications between each team member so we are aware of everyone’s progress.

We have also spoken about trying to work together more often, specifically for the unity project. As a team we spoke about how myself(Daniel) only being the one accessing and editing the unity project is not only a huge task that could potentially hold the project back, but it is also taking away the opportunity for the other team members having the chance or learning unity and exploring the design area of unity. So we are going to set up a secondry weekly catch up where as many team members will try to attend where they can all watch the progress of the unity project and have “mini” tutorials as such. This also allows each team member to be fully involved with where the current level of progress of the project is and also having a greater knowledge of the game we are creating itself.

James, kyle and Willoughby also made the suggestion this would be good as they feel it will help my progress out and putting less pressure on myself to get all of the unity work done, Especially if the design tasks start running out until the unity project is ready for testing etc.

We have worked through a back log list that we have created and marked some stuff as priority that has to be completed for our end goal and we have marked a wish list, these are items that we have decided that we would ultimately like to have in the game but are not necessary.

We spent some time talking with each other to find out what tasks we have enjoyed and what parts of the game and process each of us would like to work on.

I also took the opportunity to once again apologies and give my gratitude to the team for my absence and lack of communication and managerial work over the past two/three weeks. I have thanked the team as I felt they stepped up in ways they should not have had too, but they did and they did a fantastic job considering the circumstances.

**Here is a place for any other notes to be added by any other team members:**

**Tasks for the current week:-**

You need to make absolutely clear that participants understand the scope of the tasks they are being asked to complete and that they have estimated how long they will take to finish. No more than 6 hours p/w per person. **Remember tasks should be short, specific – not 6 hours! Broken down into logical segments and time limited**

James tasks / hours :-

To create a design document for the game – **4hrs**:

This is to be a document that any team member can fall back to at any time to get any solid details about the game. This is to aid everyone’s strengthening of the idea and concept of the game as a whole. This is going to be help full especially if someone is unable to get hold of another team member with vital game knowledge. If it is vital knowledge about the game it must be in the design document.

This should contain items like: Game rules, Hazard descriptions and logic, Win/loose conditions, Animation descriptions, logics and asset listings.

We are leaving 2Hours free time to hopefully include these hours within a meeting on Friday to allow for some inclusion and learning on the unity project.

Willoughby tasks / hours :-

Create a scaling template for assets -- **2hrs**:

This is to create an easier way to judge the sizes assets should be. You should get the most common tablet sizes, create a image document with that size. Add the game print screen into the image and get the sizing and perspective of the assets. Once it looks scaled create a scale ruler for each type of asset, so when creating and editing assets a designer can use the ruler to make sure the asset will fit within the scale specifications. We want to make sure that each asset will be able to be the correct size in the project without changing the scale within unity.

Learn some basics of unity – **4hrs:**

This is a more complex task and I know it is a bit out of your comfort zone but considering how well you completed the last task I think you will do very well. I would like you to create and edit the “Settings” page that we discussed, start by adding the images and text into the screen, Get used to creating a scene from scratch, try and keep to the sizing standard of your scaling rule, But also the current standard of the project; once the scene is created with text, images and background. Start attempting to create the code required for it to run. There are plenty of tutorials, specifically editing text etc. If there are any issues feel free to send me an email. I can also help with this task in any joint sessions we work together.

I do not mind if you work in the master unity folder, Just be sure there are no errors before uploading to git hub, But there are version protections, Just save your work regularly. Any questions please email me!

Kyle tasks / hours :-

Animation of Bee Characters – **4hrs:**

This is to create the new iteration of the bee character. After discussing the bee character we have decided to make a more “sonic” like flying bee. This will help with accuracy with collisions and the look of the animation.

Create a concept, sketch artwork.

Also create artwork for the Floor and ceiling for the game, One floor will be “Dirt like and the other floors will be the floor for the levels above. And the ceiling will what the player will be aiming to get too.

Daniel tasks / hours :-

Unity Bugs:

Find and solve infinite while loop :- **1hr**

Talk to chris and figure out how to get scripts to communicate with each other: **1hr**

Get the game to a 2 player State: **2hr**

Import all new assets that have been created this sprint: **15m**

**2 HOURS** To have extra development and teaching time.

(These tasks to be uploaded and tracked on JIRA)

Timeslot agreed for you studio lab work. Minimum 3 hours in labs together as a team.

Any other business.