Meeting Minutes

Time of Meeting: 9:00 – 1:00

Attendance:

* Charlie Kinglake
* Andreea Mazarianu
* Michael Davis

Apologies:

* George Smuts

Meeting Agenda:

* Run over the weeks uploaded work with the team
* Show the team the prototype in Unity and decide which prototype we will go ahead with
* Discuss which tasks are the most important going forward

Due to the prototype taking a significant amount of time and after several discussions with the lecturers, I created a prototype in Unity that I pitched to the team today. We discussed and agreed that creating the game in C++ is going to be too much of a time consuming task. Given this, we will proceed with the Unity prototype. I will be commenting all of the code and helping Michael to understand how the prototype has been made so he can assist in the creation and coding of the game.

Andreea’s has been given tasks this week that were decided by our discussion on what was most important for this weeks sprint. One of the tasks is to iterate on the background art, based on the prototype layout. The other two tasks are to create a mockup for the main menu that the team will give feedback on which will then give enough information for Andreea to use to create a finialized main menu.

George, Michael and myself will be undertaking playtesting this week, starting in the group jam. Until then I shall be building the prototype for android devices and organising the projects code along with comments.

Tasks for this sprint:

Charlie:

* As a programmer, Comment each script in the Unity prototype – 2 hours
* As a programmer, Restructure each script and rename placeholder game objects and scripts – 30 minutes
* As a programmer, setup and build android version – 1 hour 30 minutes
* As a designer, Gather playtesting feedback – 2 hours

Andreea:

* As a designer, Iterate the background art – 3 hours 30 minutes
* As a designer, Create a mockup for the final outlook of the background (With UI included) – 30 minutes
* As a designer, Create final artwork for the main menu – 2 hours

Michael:

* As a programmer, Study the prototype to gain an understanding of how it works – 3 hours
* As a designer, Gather playtesting feedback – 3 hours

George:

* As a designer, Recreate the players “score area” – 2 hours
* As a designer, Design how the loading screen will look – 1 hour
* As a designer, Gather playtesting feedback – 3 hours