**GROUP PROJECT, GROUP 3**

**DATE: 27 November 2018**

**TIME: 15:20 – 15:30**

**ATTENDEES** Tom Gibbs, Henry Crofts | Chris Janes

**LOCATION:** A207

**Minute Taker: Tom Gibbs**

***Meeting requested by team to seek help regarding merge conflict issues and best practice to avoid recurrence***

**Meeting:**

All team present.

Team explained how they are working, in separate scenes within unity, on separate scripts, using separate prefabs. Team have intentionally avoided working on anything related simultaneously in attempts to avoid merge conflicts as other modules have taught team how disruptive they can be.

Chris unable to offer reason as to cause of conflicts, if team have been operating this way. Believes the cause can only be through use of Unity Collab and GitHub.

Team have elected to use GitHub exclusively moving forward and will no longer formally use Unity Collab. Chris also advised that a benefit of this is that team can completed work in separate branches, which when merged with the master branch allow team members to select which of their changes are kept and which are discarded (hopefully preventing future unresolvable conflicts).

Team agree to continue project development using exclusively Git. If future conflicts are encountered, tutor advice will be sought as soon as possible to help ensure continuous ability to contribute work.

Tom will attempt to pull from the current repository and add in recent changes before pushing, to ensure all team share the same version of all assets.