**Project Management Documentation**

***Wrackful Code of Conduct***

***Git***

* All changes that are made to the mod or any of the surrounding documents must be committed on a regular basis.
* At the end of any session of work, all changes must be committed and pushed to the git repository https://github.com/Voxtric/Skyrim-Mod.
* No merge with the master branch should be made unless it has been approved by all members of the team and will not break the mod in its current state; the master branch should always be a valid Skyrim mod.

***Work***

* When work is set for a team member, it will be recorded in the minutes of the following meeting.
* All work must be completed within the time scale that is set out for unless there is adequate reason for it not to be. In these cases, the extension will be recorded in the minutes of the following meeting.
* Everything regarding the mod is up for discussion at any point, however the further past a point in development any one feature is, the less willing to change it any one team member should be.
* Attendance of each of the seminars must be made at 11:00 and attended until the end at 13:00. Attendance can however be excused with prior notice, however the absence will be recorded in the minutes.
* All team members are asked to try and make as much time for working on the mod as possible following the end of the 11:00-13:00 seminars if possible, however this is not mandatory.
* At the end of the project, all team members will be required to review every other team member and provide them with said review so that they may include it in their project reflection.

***Breach of Code of Conduct***

* Failure to adhere to all the rules outlined above will result in its notation in the minutes of the following meeting.
* The offending party will be required to provide an adequate excuse for the breach of the rules at the earliest possible time.
* Repeat offenders will be barred from working on aspects of the project that they have performed to the detriment to, and will be noted in the reflections of other team members at the end of the project.

***Wrackful Minutes – 01/02/2016***

**Recorded By:** Benjamin Drury

**Attended:** Benjamin Drury

Callum Gambles

Chris Atkins

**Items Discussed:**

* Rough plan for the mod including where much of it will be set and how it will tie into the main story.
  + A minimum of three environments: One wizard’s house, one Dwemer dungeon, and one large underground cave environment.
  + Some form of artefact designed to give the player access to the larger underground cave environment obtainable only upon completion of the initial quest for the wizard “Auxentius Bithnus”.
  + The main quest will involve a faction of the Dwemer practising advanced mixtures of both mechanical engineering and magic.
* Using Benjamin Drury’s machine for development of the actual mod as it is both more powerful and has more screens making development with the Creation Kit much more stream lined.
* The design of the mod will be left open ended so that, depending on how much time is left available after the main points of development are completed, more content can be added stemming from the larger underground cave environment.

**Actions Decided:**

* Each member should continue following the tutorials for the Creation Kit online for the following few weeks.

***Wrackful Minutes – 02/03/2016***

**Recorded By:** Benjamin Drury

**Attended:** Benjamin Drury

Callum Gambles

Chris Atkins

**Items Discussed:**

* Time plan and roles for the following two weeks work flow.

**Actions Decided:**

* Ben will make Gantt Chart of work time.
* Callum will finish Auxentius Bithnus' home exterior and interior.
* Chris will write up the quest story and dialogue to fill it out.

***Wrackful Minutes – 09/03/2016***

**Recorded By:** Benjamin Drury

**Attended:** Benjamin Drury

Callum Gambles

Chris Atkins

**Items Discussed:**

* Time plan and roles for the following two weeks work flow.

**Actions Decided:**

* Ben will update Gantt Chart and produce a questionnaire for everyone to fill out and review each other at the end of the project.
* Callum will start actually implementing the Dwemer dungeon interior cell.
* Chris will continue to write up the store elements of the quest.

***Wrackful Minutes – 13/04/2016***

**Recorded By:** Benjamin Drury

**Attended:** Benjamin Drury

Chris Atkins

**Items Discussed:**

* Time plan and roles for the following two weeks work flow.

**Actions Decided:**

* Callum will continue working on the Dwemer dungeon interior cell.
* Benjamin will re-add all quest dialog and voice acting.
* Chris will build the interior of the Dwemer dungeon once Callum has finished the exterior.

**Implemented Quest Dialogue**

AUXENTIUS BITHNUS:

1. Are you the messenger? Do you have my package? <Surprise 70>
2. I can't say. It's important. Very important. Life or death even. <Fear 50>
3. Ah. I think my package has been stolen! Why isn't it here? <Anger 50>
4. Yes! I think that buffoon Falion may know something. Ask him. Now. <Happy 80>
5. If you know someone that can, send them to me as soon as possible. I need that package! <Disgust 80>
6. No. Now, away with you! <Anger 50>
7. You do? Give me it! Now! <Happy 100>
8. Thank you oh thank you! You shall be rewarded greatly! I can finally leave my mark upon Skyrim. <Happy 80>
9. What? Don't make me laugh, you're pathetic! I'll just take it from you! <Disgust 100>
10. You're back! Don't just stand there then, what is the news? <Surprise 50>
11. What? Then get back out there and find out where my package is! <Anger 80>
12. Yes! Thank you! Now, could you go and maybe get it for me? I can pay, and well at that! <Happy 90>
13. Unacceptable! Get out of my sight and find me someone that will then! <Anger 100>
14. Excellent! Hurry and get that package for me then. Take this and get back with the package as soon as possible! <Happy 100>

JARL OF MORTHAL:

1. What is it? We don't usually seize items. <Puzzled 60>
2. Yes, an artefact of this strength should definitely remain out of the hands of mere common men. For your services, you have my thanks. <Fear 60>

FALION:

1. No, I'm afraid not. Packages often go missing in this part of Skyrim. Gorm usually has his nose in business where it doesn't belong, try asking him. <Disgust 60>

GORM:

1. Afraid not. Try Jonna, she's the innkeeper so she hears a lot. She's Falion's sister too, I'm surprised he didn't send you straight to her. <Sad 40>

JONNA:

1. Gorm did? I don't think so, sorry. I know you've been on a goose chase but try Jorgen, he may know. <Puzzled 40>

JORGEN:

1. Ah yes, Auxentius the mad milk drinker. No, I don't know anything. Why would I? <Surprise 60>
2. Okay, so maybe I heard that a courier went missing along the route from Mor Khazgur to Solitude as no one has heard from him since he set off. <Surprise 50>
3. That there is. I heard that a courier went missing along the route from Mor Khazgur to Solitude. You should try checking along that route. <Happy 80>
4. Look, between you and me, I wouldn't trust your new friend. If I know him, that package isn't good news, so I'd consider not letting him get it. <Fear 50>

**Individual Reflection - Benjamin**