Project Meeting Minutes

Meeting # 10/05/15

Who’s present:

Reza Madabadi; Skyler Wittman; Zackary Valenta; Zhonghan Zhou;

What was discussed:

Brainstorming for ideas;

What progress had been presented:

Ideas included a Board Game, a game happened in theater, a game that has a guy trapped inside a room;

What was hoped to be accomplished:

 Finalize the idea;

Meeting # 11/05/15

Who’s present:

Reza Madabadi; Skyler Wittman; Zackary Valenta; Zhonghan Zhou;

What was discussed:

Brainstorming for ideas;

What progress had been presented:

Eliminated the Board Game idea.

What was hoped to be accomplished:

Finalize the idea;

Meeting # 13/05/15

Who’s present:

Reza Madabadi; Skyler Wittman; Zackary Valenta; Zhonghan Zhou;

What was discussed:

Brainstorming for ideas;

What progress had been presented:

Eliminated the game that has a guy trapped inside a room.

What was hoped to be accomplished:

Eliminated the game that has a guy trapped inside a room.

Meeting # 14/05/15

Who’s present:

Reza Madabadi; Skyler Wittman; Zackary Valenta; Zhonghan Zhou;

What was discussed:

Brainstorming for ideas;

What progress had been presented:

Formalizing ideas—Theatrical Mishaps: You’re a struggling actor trying his best to make it in York New City! The director requests that the players improvise scenes from famous settings such as Medieval Europe, Feudal Japan, and Ancient Rome. If you don’t impress that director then you are fired.

What was hoped to be accomplished:

Start to making the game;

Meeting # 20/05/15

Who’s present:

Reza Madabadi; Skyler Wittman; Zackary Valenta; Zhonghan Zhou;

What was discussed:

Game Proposal Presentation;

What progress had been presented:

Game Proposal Presentation;

What was hoped to be accomplished:

Continue to work on the game, finalizing character models.

Meeting # 25/05/15

Who’s present:

Reza Madabadi; Skyler Wittman; Zackary Valenta; Zhonghan Zhou;

What was discussed:

Meet up after the class to finalize character and theater settings.

What progress had been presented:

Finalized the main character and enemies.

What was hoped to be accomplished:

Start to build the theater and UI.

Meeting # 01/06/15

Who’s present:

Reza Madabadi; Skyler Wittman; Zackary Valenta; Zhonghan Zhou;

What was discussed:

Making basic scenery and characters;

What progress had been presented:

Basic scenery and characters are created;

What was hoped to be accomplished:

Create the basic animations;

Meeting # 02/06/15

Who’s present:

Reza Madabadi; Skyler Wittman; Zackary Valenta; Zhonghan Zhou;

What was discussed:

Create the basic animations before the presentation. Do we have enough time to finish?

What progress had been presented:

Created the basic animations;

What was hoped to be accomplished:

Need to figure out whether we should continue to work on the idea.

Meeting # 03/06/15

Who’s present:

Reza Madabadi; Skyler Wittman; Zackary Valenta; Zhonghan Zhou;

What was discussed:

Cancel the current project and brainstorming a new one.

What progress had been presented:

Scrap the original idea due to the complicity of the 3D characters’ mechanics and created a new one—Shattered.

What was hoped to be accomplished:

Continue to work on the new project, finalize the characters and basic scenery.

Meeting # 06/06/15

Who’s present:

Reza Madabadi; Skyler Wittman; Zackary Valenta; Zhonghan Zhou;

What was discussed:

Create the basic scenery and characters.

What progress had been presented:

Created the basic scenery and characters. Discuses the map.

What was hoped to be accomplished:

Making a functional map and UI;

Meeting # 10/06/15

Who’s present:

Reza Madabadi; Skyler Wittman; Zackary Valenta; Zhonghan Zhou;

What was discussed:

Present the UI and the map.

What progress had been presented:

Opening UI was created, and the basic of the map was created.

What was hoped to be accomplished:

Continue to work on the map and the mechanics of the characters.

Meeting # 14/06/15

Who’s present:

Reza Madabadi; Skyler Wittman; Zackary Valenta; Zhonghan Zhou;

What was discussed:

Before the game test, work on the mechanics of the characters and the camera.

What progress had been presented:

Map is fully functional, so is the main character.

What was hoped to be accomplished:

Test the game;

Meeting # 17/06/15

Who’s present:

Reza Madabadi; Skyler Wittman; Zackary Valenta; Zhonghan Zhou;

What was discussed:

Before the game presentation, fix the bugs during game test. Adding details of the game.

What progress had been presented:

Bugs are fixed. Added animations and enemies. The cloud map became one side collider.

What was hoped to be accomplished:

Finish the game;

Meeting # 21/06/15

Who’s present:

Reza Madabadi; Skyler Wittman; Zackary Valenta; Zhonghan Zhou;

What was discussed:

Before submission, fix bugs and work on the documentation.

What progress had been presented:

Fixed all the bugs, game over scene was added, documentation finished.

What was hoped to be accomplished:

Finish everything;