|  |  |
| --- | --- |
| Game Development Meeting | 13/04/201812:30D205 |

|  |  |  |  |
| --- | --- | --- | --- |
| Meeting called by: | Aaron Maharjan | Type of meeting: | Team Meeting |
| Facilitator: |  | Note taker: | Aaron Maharjan |

|  |  |
| --- | --- |
| Attendees: | Aaron Maharjan, Samuel James McGhie Fisher, Corbin Willis |

# Minutes

|  |  |  |  |
| --- | --- | --- | --- |
| Agenda item: | Branching | Presenter: |  |

#### Discussion:

#### We discussed how we would improve our branching and start merging.

#### The structure now is that everyone has their personal branches and when we are happy with the changes we have made we push to the new development branch, the development branch is the only branch that will push to master.

| Action items |
| --- |
| * Create and implement development branch * Successfully Merge into development branch so everyone can pull and update their branches accordingly   This is to be done by the end of Sunday the 15th of April. This is more urgent as Corbin will be leaving for Australia on Monday and we want him to be able to pull a merged version of the game before he leaves as internet/Data is scarce in the rural outback of kangaroo land. |

|  |  |  |  |
| --- | --- | --- | --- |
| Agenda item: | Dev Blog/Patch Notes | Presenter: |  |

#### Discussion:

#### We discussed that we will start a Development Blog which talks about what our aims are for future versions of the game and start a series of patch notes which list the changes that have been made after a new version is released.

| Action items |
| --- |
| * Create Development Blog and Prepare for release of patch notes   This action is to be completed by the end of the holidays by Aaron |

|  |  |  |  |
| --- | --- | --- | --- |
| Agenda item: | Timesheets | Presenter: |  |

#### Discussion:

#### There will be timesheets going out that are to be filled out weekly

| Action items |
| --- |
| * Alert team about timesheets   This has been completed   |  |  |  |  | | --- | --- | --- | --- | | Agenda item: | Assets from Design Team | Presenter: |  |  Discussion:I have discussed with Adon about getting assets created for the game by design students however It is not certain whether this is happen for not. The design students likely won’t be available till the second semester, in this case we will likely use disclaimers saying these are not the final assets for the objects in our game and use free models  | Action items | | --- | | * Get assets for the game from the design school   This has been followed up on and is likely unattainable until next semester | |

|  |  |  |  |
| --- | --- | --- | --- |
| Agenda item: | Showcase product | Presenter: |  |

#### Discussion:

#### We discussed that we want to have a version of the game that we can show at the showcase. This game will not be the final product of the game but more of a functionality Demo/ Early access Demo of our game.

Main menu, multiplayer, enter the world and interact with the world, and crafting system

Animals that can be attacked by items you craft?

Food/Water survival system

| Action items |
| --- |
| * Work tighter with deadlines and tasks so we can achieve a viable product to show during the end of semester showcase   This has been done. |

This has been done as we have set up end of holiday deadlines.

**Holidays Work:**

ALL: merge and see if there are merge issues and fix them!

Corbin: Interacting with the world, chopping trees , resource collection, rocks etc.

Sam: Bind Menu with multiplayer system. Animals roam the world, create algorithm for placing animals and other objects.

Cade: Food/Water items for survival system

Status system, such as hunger thirst, stamina.

Extra Holiday task: Building system.