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| University Of The West Of Scotland |
| Meeting Minutes |
| Year 3 - Games Development Project |

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| Alasdair Hendry  9-26-2018 |

# Meeting 1

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| **Week** | 4 |
| **Date** | 26th September |
| **Attendees** | Alasdair Hendry |

## Previous Week Recap

This is the first week working on this project, therefore there is no information to show.

## Following Week Plan

Throughout the following week I plan to make a start on the initial documentation. The approach will be to complete the layout by inserting headings that will be needed in future. On top of this, creating the data needed for the project plan and outlining the proposed plan. Finally, initialising a GitHub repository to be used for version control throughout the project.

# Meeting 2

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| **Week** | 5 |
| **Date** | 03rd October |
| **Attendees** | Alasdair Hendry |

## Previous Week Recap

During the previous week I was able create a repository on GitHub to be used for version control. On top of this, I was able to make a finish writing the proposed plan and created the data needed for the project plan.

## Following Week Plan

Throughout the next few weeks I plan to work solely on the Games Design Document. This will ensure all of the documentation is readily available when beginning work on the prototype.

# Meeting 3

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| **Week** | 6 |
| **Date** | 10th October |
| **Attendees** | Alasdair Hendry |

## Previous Week Recap

During the previous week I worked on writing the Games Design Document.

## Following Week Plan

As discussed last week, I plan to stick to the Project Plan and continue writing the design document.

# Meeting 4

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| **Week** | 7 |
| **Date** | 17th October |
| **Attendees** | Alasdair Hendry |

## Previous Week Recap

During the previous week I finished working on the Games Design Document a week earlier than expected.

## Following Week Plan

Throughout the following week I plan to work on the Technical Design section of the design document.

# Meeting 5

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| **Week** | 8 |
| **Date** | 24th October |
| **Attendees** | Alasdair Hendry |

## Previous Week Recap

During the previous week I started to work on the Technical Design section of the design document. I was able to get quite a lot of this completed and estimated it will be finished by next week. I was also doing a lot of brainstorming into how I am going to approach creating procedural terrain in the game. On top of this I made a prototypical Unity Project to support testing terrain ideas.

## Following Week Plan

Throughout the following week I plan to continue working on the Technical Design Document, and if I am able to finish it, then I plan to move on to creating the prototype.

# Meeting 6

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| **Week** | 9 |
| **Date** | 31st October |
| **Attendees** | Alasdair Hendry |

## Previous Week Recap

During the previous week I completed most of the Technical Design document. I need to research the development approach a bit more and do some more digging on Unity Game Engine before I feel confident enough to properly finish off these sections.

## Following Week Plan

Throughout the following week I plan to continue working on the Technical Design Document, researching development approach methodologies and Unity Game Engine. I believe this will be completed rather soon, so after that is finished, I’ll move onto developing the prototype.

# Meeting 7

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| **Week** | 10 |
| **Date** | 7th November |
| **Attendees** | Alasdair Hendry |

## Previous Week Recap

During the previous week I was able to finish off the Technical Design section of the Design Document. This allowed me to move onto developing the prototype of the game.

I started off development initially by researching and implementing procedural terrain generation. This is mostly finished; however, I feel like it needs some fine-tuning before I can continue onto other parts of the prototype.

## Following Week Plan

Throughout the following week I plan to continue work on the procedural terrain system for the prototype. Once this is finished, I’ll move onto other systems such as baking navigational meshes at run-time and creating logic for citizens to move throughout the world.

# Meeting 8

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| **Week** | 11 |
| **Date** | 14th November |
| **Attendees** | Alasdair Hendry |

## Previous Week Recap

During the previous week I was able to finish off the procedural terrain system. This allowed me to move onto other features of the game. I started work on baking navigational meshes at run-time. This went rather smoothly as Unity have released a new experimental version of their navigation system. On top of this, I was able to get characters moving through the navigation system.

## Following Week Plan

Throughout the following week I plan to begin implementing objects in the world. On top of this, I want to start creating some basic AI for citizens. This will mean creating a Job-State system. This will probably take a lot of resources, so it may take up the entire week.

# Meeting 9

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| **Week** | 12 |
| **Date** | 21th November |
| **Attendees** | Alasdair Hendry |

## Previous Week Recap

Throughout the entirety of last week, I was unfortunately extremely ill and was unable to do much of any work. To counter-act the time that was lost due to this, I’ll need to scrap some ideas I have for the prototype and focus on getting as much work done as possible in the next few weeks.

## Following Week Plan

Throughout the following week I plan to do what was proposed in Meeting 8. This includes creating a job system for the citizens and implementing the placement of objects in the world.