Meeting Report

Date : 12/06/2024

Participants:
- Konstantinos - Teacher
- Mathis - Project Manager
- Grégory - Program Manager
- Robin - Technical Leader
- Mattéo - Software Engineer
- Alexis - Software Engineer
- Guillaume - Technical Writer
- Léna - Quality Assurance

Room:
- Classroom 1

<u>Konstantinos :</u> Have you made any progress with your project?

<u>Mattéo :</u> We're making good progress.

<u>Konstantinos :</u> So you'll be finished fairly quickly ?

<u>Guillaume :</u> The map is well advanced and the mechanics are mostly complete, but we still have the whole story of the game, which is the basis of the project.

Alexis showed the mechanical part of the game to Konstantinos. Alexis and Mattéo comment on features that are implemented and next features.

<u>Konstantinos :</u> Do you have any questions ?

<u>Mattéo :</u> Are tasks enough or do we need to use an object to display some important information?

<u>Konstantinos :</u> Tasks can be used to revolt data and you can use one or more objects to keep track of information, don't hesitate to put a lot of information. Have you already tested the game?

<u>Mattéo :</u> We will test it this weekend with some people exiting the school to have some feedback.

<u>Konstantinos :</u> If we have any other questions, don't hesitate by message or by mail.

Conclusion:

The map and the mechanics of the game are very well released, but we need to implement the core of the game like the story and main quests. And the next step is to start tests with existing people to collect feedback and data to upgrade the game and fix problems.