

# Meeting Notes

## 06/02/24

**Time Started:** 10:15

**Location:** Group Study Room 1.9, First Floor, Library, University of Sussex (see map below)

**Attendees:** Ben Foard, Tim Bartlett, Fatema Alaali, Youssef Derouiche, Owen Gibson

**Meeting Notes:** Ben Foard

## Discussion Topics

### Play the Game

Owen, Tim, Ben and Youssef played online Risk.

### Project Outcomes

- Do people want to 'just pass' or get 100%?
  - We're looking to do well but recognise other modules exist
- What time commitments can people make?
  - Tuesdays 2-4 every week everyone can make, otherwise as we go

### Role Assignments

- Discuss the results of the Google Form
  - Link to Google Form: [Software Engineering Roles](#)
  - Confirmed Roles:
    - Tim: Team Leader
    - Ben: Secretary
    - Owen: Coder
    - Fatema: Testing
    - Youssef: Designer
  - These are roles we know we can support in if anyone needs help:
    - Tim: Testing, Code, Low Level Design
    - Ben: High Level Design
    - Owen: Testing
    - Fatema: High Level Design
    - Yousseff: Code
- Fatema wanted to talk about deliverables and we predicted who would be doing what for those:

- Gantt Chart - Ben
- Design Documentation - Youssef
- Code and non-code files - Owen
- Testing schedule - Fatema
- Group Report - ?
- Video of Game - ?

## Communications

- Notion
  - Email invites sent, public access turned off
- Google Account
  - Email signatures created for all
- Whatsapp
  - Everyone is happy to use Whatsapp for group communication
- Meeting Agenda
  - Reminded group of need to email items that they want to be discussed for meetings

## Programming

- Programming Languages
  - Owen is comfortable with Unity, says syntax is similar to Java
  - Tim explained that it doesn't really matter, just follow the skills of the group
  - Tim has “dabbled with [Unity] here and there”
  - Youseff discussed many alternatives, we will look into Godot
  - Ultimately, Unity decided but we recognise that we need a good alternative. Godot, tkinter or pygame are our options. Owen and Tim will look into these for the next meeting.
- GIT
  - Do we want to use GIT? Yes
  - Who has expertise in this? Nobody, but we want to learn.
  - All will experiment with GIT for the next meeting.
  - Owen discussed Unity having their own collab features but GIT was chosen

## Meeting Times

- When can we all regularly meet? Discussed previously
- How often?
  - Minimum once a week was discussed
  - Tim will check in regularly with all
- Do we want a calendar with availability?
  - Google Calendar (same login as our team login)
- Next meeting: 13th Feb 2pm, location TBC

## Walk In Items

- Youseff wanted to discuss the fact that we want actual files rather than Google Docs because this will make things easier to GIT
- Youseff mentioned networking but we want to stay on MVP
- Is AI part of the MVP? We will discuss this next week

## Action Items

- **Ben:** Learn basics of GIT, make sure group Google account access setup, check the Notion and view To Dos, add availability on group Google account, meet with Tim to work on GANTT chart and create risk document.
- **Tim:** Look into programming backup languages, Learn basics of GIT, make sure group Google account access setup, check the Notion and view To Dos, add availability on group Google account, check with Ben for early project docs, create meeting templates for lack of Ben's availability
- **Owen:** Look into programming backup languages, Learn basics of GIT, make sure group Google account access setup, check the Notion and view To Dos, add availability on group Google account, replay the game and look at different implementations
- **Fatema:** Learn basics of GIT, make sure group Google account access setup, check the Notion and view To Dos, add availability on group Google account, play the game, create draft testing documents based on user requirements, create a draft document for deliverable criteria
- **Youssef:** Learn basics of GIT, make sure group Google account access setup, check the Notion and view To Dos, add availability on group Google account, create early draft of design documents