

Meeting Notes

13/02/24

Time: 14:00 – 16:00

Location: Meeting Room 1, Chichester Foyer, Chichester Building, Falmer

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

Meeting Notes: Ben Foard

Discussion Topics

Team Communication

- Comments on Notion
Reminded of the need to comment on Notion to do list
- Internal
Regular communication needed/reminder
Agenda created Monday afternoons for Tuesday's meetings, email Ben before then
If it's not a group discussion item, talk to Tim anytime

Calendar

- Inform the team of changes that need to be made to the calendar
Tim wants to change the current Google calendar implementation. Rather than add availability, add DO NOT CONTACT ME times.

Project Updates

- Risk Register
 - Show the risk register to the team and explain each point and mitigation steps
Ben went through the Risk Register. All points discussed briefly. Top 5 points discussed in detail. Went through the points individuals are responsible for. A question about 'a backup person' was raised. Decided personal responsibility is best (backup your work somehow, team documents will be pushed and saved in GIT). Top 5 points will be discussed each week and the register will change fluidly through each week.
- Gantt Chart
 - Show the created chart and run through any feedback/concerns
Ben showed the initial Gantt chart to team and explained thought process. Fatema raised concern for adding bug-fixing time post-sprints. Tim wants to change some of this but we will come back to this later in the meeting. (see *)
- Code Language Review
 - Tim and Owen to update on Unity/Pycharm/Godot investigation
Owen & Tim discussed language findings. Collectively there seemed to be a finding that more tools were available for Unity. There were people on campus who are experienced in Unity, Owen has experience in Unity. The learning curve for all languages seemed similar. Overall, Unity is therefore our language of

choice. In fact, after findings, it seems the other languages aren't even good as a 'backup plan'. So for now we're confident in Unity and will adjust to another language if needed in the future, Tim will keep an eye on backup languages with Owen and Youssef but no further update to team needed at this point. Our flexibility in languages seems good. TLDR: Unity chosen.

Testing

- 3 stages of testing to be discussed with the team
Youssef mentioned 3 stages. Specification, Unit, Final product (debugging). Which is essentially before code, during code and after code. Testing team will need to be done closely alongside the coders.

Fatema mentioned testing the setup separately (the rules of the game, colors etc.). Test for the first round (different rules). Then the rest of the game. Mentioned UI/animations will require separate testing. Owen mentioned the 'end condition' will need to be tested too. Youssef mentioned that he has draft design documents already which we can discuss as walk in item if we have time.

Are we sticking to client's specification of World Conquest OR going by rules of Risk digital/board. Created a client questions list for us at the end of the meeting.

General reminder that we communicate the work we're doing to Tim.

Specification

- Group activity (establish a best time for this with everyone)
We have decided to go through the specification as a new item at the end of this meeting.
When we go through the specification, we will separate the MVP and the 'nice to haves'. So we know roughly what sprint each point will be in.

Kingsley randomly walked in. He had some suggestions: think about UI, how do we get everything on screen. If something can be seen physically, it should be visible easily on the digital version as well. "What kind of data structure would support a board like that?"

Upcoming tasks

- Tim spoke about AGILE principles. Need to create a prototype after each sprint. Only design as far as you need for each sprint. NOT the full game in one sitting. Helps keep workloads manageable. *Tim would like to have 4-6 smaller sprints rather than longer week sprints. We will come back to design tasks after the specification read through.
- Sprint 1 decided upon (see sprint documentation)

Availability

- Over Easter break
- Not available:

Youssef – Week 1 (not April 10th)

Tim – Week 1

Ben – Totally available but unlikely to stay that way.

Fatema – Weeks 1-3 but available remotely (not April 10th)

Owen – Totally available but unlikely to stay that way.

- During term time
- Ben – Weekend of 8/9/10 March, W/C Feb 19th
- Tim – W/C March 4th
- Owen – No unforeseen periods.
- Fatema – No unforeseen periods.
- Youssef - No unforeseen periods.
- Reminder for week 4,5,8,9 exams.

Team Check Ins

- 10min Zoom, Whatsapp, Quicker calls? Whatsapp mentioned last meeting for group communication but this is for work check ins.
Discussed. All fairly chill about it.

Walk In Items

- Fatema – Game should be available on mac and PC. If not, just PC. Is that MVP? Owen will confirm whether the Unity game deliverable is easily usable on Mac and PC.
- Fatema – How do we submit the video of the game? Tim to ask Kingsley.
- Youssef – Risk variants. In the uploaded manual there are different versions, what exactly does he mean?
- We have new client questions:
 - In the specification, Watson Games talks about the game being played in two main versions (classic and two-player). But in the World Conquest rules, there are different variants. Classic, two-player, capital risk (for a shorter game) & secret mission. Which “variants” of these games should we develop?
 - (2-6 player version is the MVP – from Canvas)
 - In the specification it is said we need to have “a means of being tested: to ensure that the market is operating properly in accordance with the rules of the game, and to demonstrate that the software is working correctly”. What is “the market” in this version?
 - Can we just have a number instead of a billion graphical troops on the board?

Action items

- Fatema – update calendar with NON availability times
- Ben – update GANNT with smaller sprints, update calendar with NON availability times, update risk register
- Tim – Asking Kingsley how do we submit the video of the game? Keep an eye on backup coding languages, update calendar with NON availability times

- Owen - confirm whether the Unity game deliverable is easily usable on Mac and PC, update calendar with NON availability times
- Youssef - Update calendar with NON availability times

Next Meeting

- Specification run through happening in current meeting.
- Therefore, next team meeting, next Tuesday 2-4pm. Location TBC
- Reminder for agenda items to be sent prior to Monday