

Meeting Notes for 2018-1-26

Members present: Richard Cunard, Braxton Cuneo, Bryan Pawlowski.

Action Requirements:

- Continue work on Yggdrasil - Richard and Braxton
 - Coordinate work on the front and middle end development in Unity - Chris and Richard
 - Work on obtaining development hardware for the team - Bryan
1. The meeting began with Richard and Braxton joining Bryan on Skype. Chris was unable to join due to technical issues on the part of Skype.
 2. Bryan began by asking if the team had any specific questions they wanted to ask him. Braxton asked if he had read the update to the technical document, and what Bryan's thoughts were on it. Bryan stated that he saw no apparent issues with the design document as it currently stands.
 3. Bryan then began to ask where the group was in terms of development, and what they were currently working on. Braxton responded that he is currently working on GLSL code to implement the first iteration of Yggdrasil. Richard stated that he was primarily working on developing skeleton code in Unity, and will begin working on developing a system for handling blocks within Polyvox.
 4. Bryan asked how the UI development was being handled. Richard explained that this was primarily the responsibility of Chris, and that neither he (Richard) or Braxton had done much development with it. Bryan suggested that Richard coordinate on design with Chris in order to ensure that interface and middle-end systems do not become too convoluted or interdependent on one another.
 5. Bryan then stated that there was not much more to discuss, and that the group appeared to be moving along at the pace he expected. He stated that he would continue to work on acquiring development hardware for the team, and would hopefully be able give it to the team during one of the in-person meetings.
 6. The group then agreed that the next meeting would be in-person at a restaurant in Salem on Friday the 9th of February.