

Meeting Notes for 2017-11-13  
PolyVox

Members Present: Chris Bokkam, Richard Cunard, Andrew Emmott

1. Andrew began the meeting by asking if the group had any outstanding questions. Neither members present had any immediate queries, but suggested that they may following the first draft of their tech review.
2. Andrew Explained that whatever elements each team member handled in their personal tech review would be primarily their responsibility on the project.
3. Richard asked how responsibility relating to a toolset, such as a game engine, would be handled. Andrew explained that in such a situation, the team member who chose the engine would be responsible for handling challenges specific to the engine.
4. Andrew suggested that it might be more practical to organize the tech review into more discrete components that the choice of a game engine might rely upon. The game engine can then be chosen based on the choice in components used.