

Meeting Notes for 2018-2-8

Members Present: Chris Bokkam, Richard Cunard, Braxton Cuneo, Bryan Pawlowski

Action Requirements:

- Send the group a github account name - Bryan
- Send an email to Kevin asking about a technical definition for an alpha - Richard
- Begin working on an alpha unconnected to Yggdrasil - Chris and Richard
- Finish the basic functionality of Yggdrasil - Braxton
 - Compiles
 - Displays something
- Look into getting a cheap HMD - Richard
 - Basic UI
 - Tool Belt
 - Voxel PoC

1. The meeting began with Bryan asking about the group's progress. Braxton and Richard briefly explained where they each were in terms of development.
2. Bryan asked if the group had defined what a working alpha would look like. The group stated that they did not, and would need to define that. Braxton asked Richard to send an email to Kevin asking what the technical definition of an alpha was expected.
3. Bryan inquired about the possibility of building a preliminary build without the Yggdrasil backend, in addition to an alpha for Yggdrasil. The group agreed that this would be possible. Bryan suggested that Richard and Chris work with Kirsten about what she might want to see possible in the alpha, and then develop a version of that without Yggdrasil connected to it.
4. The group then began to discuss gaining access to VR hardware. He stated that gaining access to a working GPU was still a challenge, and that HMD's are not currently available.
5. The group then moved on to planning what specifically would be included in the alpha. For Chris and Richard's The group began by defining having a basic UI, having SteamVR assets, and creating Voxel blocks. Bryan then asked what elements of each of those could the group guarantee within 8 days. He and Chris decided to create a basic, non-functional toolbelt, creating and destroying voxel, and using the motion controls to control voxel creation.
6. Braxton agreed that he would be able to get his shader code to compile and display something to the screen, with the aim being to show a single voxel.
7. Bryan suggested to Chris that he begin determining what tools would be on the toolbelt.
8. The group then began looking at possible stretch goals. Richard suggested that it would be possible for him and Chris to create a set of virtual buttons to act as colliders that detect ray casts that change the color for voxels.
9. After this, the discussion turned to possible ways of creating a color wheel using colliders and ray casting.

10. Bryan then went on to discuss how Richard should structure his code to be able to easily implement Braxton's code.
11. Bryan then asked the group if they felt comfortable with the workload. The group agreed that they felt capable of completing the alpha as defined. Bryan then stated that if the group determines later on that the definition becomes too much, to contact him and rework it.
12. Bryan continued, stating that he expected the main hardware requirements would come during the beginning of Spring term. Richard asked for clarification, stating that Kevin specified that the expectation was to have a feature complete beta build by the end of Winter term. Bryan stated that being feature complete did not automatically imply that everything was set up even if each individual component was finished. He stated that having everything finished by the end of Winter was unrealistic.
13. The group agreed that there was nothing left to discuss, and ended the meeting.