

## BSc Computer science programme



Course name: CM3030 Game Development

Tutor group number: T2

Team number: T4

Team meeting time/date: 7am BST 12/05/22

Team members present: Kyle Jussab, Jess Armitage, Taner Parker, Mohan Dai

Team members absent: Aljaž Čenčič

Agenda item/Time	Description	Discussion	Action Points
1. 7.00-7.15am	Housekeeping  Introductions  Teamwork Objectives/Expectations/ Responsibilities	<p>Previous experience of teamworking tools discussed, Jess and Kyle used Trello for ASD, Taner suggested Jira. It was agreed that we should centralize as much as possible by using GitHub tools</p> <p>We agreed that a weekly video meeting would be beneficial alongside ongoing discussions on Slack channel. We agreed to continue using Zoom for this despite the newly introduced 9 minute wait to restart a free meeting.</p>	<p>Taner to set up Git Hub Repository</p> <p>Video recordings of today's meetings will be added to GitHub by Jess and Kyle</p>

	<p>What have team members learned from previous group work project (ASD)</p> <p>Given the difference in time zones, is Zoom the best way for us to meet? If so, plan for recording and sharing meetings for absent team members</p> <p>Do we need a minimum level of contact each week? Can Team Members commit to checking in on Slack/Trello regularly</p> <p>Discuss possible shared workspaces: GitHub, Trello, do we also need a Google Docs repository?</p> <p>How can we improve the use of the shared workspaces/work collaboratively/begin to implement agile methodology?</p>	<p>We are confident that all team members are on board and keen to succeed, we can be confident that we should not experience the problems with lack of communication/commitment that were common with ASD group project</p> <p>Jess offered to prepare meeting agendas and minutes</p>	<p>We will meet again at 8am London time next Sunday – Jess to share Zoom link</p>
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	Thoughts on the completion of Coursera Teammate reviews (week 6)		
2. 7.15-7.30am	Skills Audit/Strengths of Team Members	Team members shared their skills and experience. Discussion of team projects undertaken for ASD module.	
3. 7.30-7.45	Game Design Group Concept Document  Discussion of individual proposals	<p>The first draft is due 13/05 on Coursera, but this deadline is impractical due to the delay assigning Teams</p> <p>We note that the theme is City and that the requirement is for a 5-10 minute game, playable with mouse and keyboard</p> <p>Solo concepts shared were a murder mystery from Kyle, a game designed to teach Systems Architecture and/or other concepts needed for GCSE Computer Science from Jess, a fishing game from Taner and a 2D racing game from Mohan – we discussed the possibility of incorporating or combining ideas</p>	<p>We will aim to complete a first draft before the end of May for submission for peer review – peer feedback will be valuable evidence of iterative development.</p> <p>This week Team members will work on solo concept documents to be pitched to the group next week – these documents should cover as much of the detail as possible required for the Group Concept Document</p>

		<p>It was noted that we do not yet have access to the brief for the final project, but in the video lectures we are advised to read this before starting our midterm submission.</p>	<p>During our next meeting we will make a group decision on which concept(s) we will develop.</p> <p>Jess will contact Group 2 tutor via Coursera discussion forums to ask if final submission brief can be shared.</p>
4. 7.45-8am	AOB	<p>It was agreed that we feel confident in our team's joint ability to deliver a great game and we look forward to working together.</p>	