

BSc Computer science programme

Course name: CM3030 Game Development

Tutor group number: T2

Team number: T4

Team meeting time/date: 8am BST 19/05/22

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

Team members absent: Aljaž Čenčič

Agenda item/Time	Description	Discussion	Action Points
1. 8.00-8.10am	<p>Hellos and Housekeeping</p> <p>Tutor advice on missing team members</p> <p>Completion of Coursera Teammate reviews (week 6)</p>	<p>We have been advised by our tutor Dr Foaad Haddod that we should not waste time looking for absent group members and should indicate on group submissions if members did not contribute.</p>	<p>We should assume we are a four member team as we have not been able to contact Aljaž Čenčič</p>
2. 8.10-8.30am	Solo Concept Pitches	<p>Kyle has been thinking about Jess's proposal and is keen to develop the idea as there is a clearly defined audience, purpose and available test</p>	<p>We agreed that we will develop the GCSE Spec Educational Game concept – this week all Team members will work independently</p>

		<p>group – Kyle proposes that the game consists of multiple mini games – we can develop one or two for this project – each covering an aspect of the complete spec. These mini games could be set as homeworks and students in a class could compete against each other to complete each level/unit within the GCSE spec.</p> <p>Jess shares her ideas for developing her solo concept taking into consideration the city theme. The minigame for Systems Architecture could be in a city builder style. The player has to correctly connect tiles to create CPU city. When the components are correctly connected the player will be able to move between components (registers/RAM/ALU etc) to complete a task that will unlock access to the next level.</p> <p>Jess has been thinking about using pigeons and numbered pigeon holes as a metaphor for data stored in</p>	<p>on ideas to share with the group at the next meeting.</p> <p>We will develop one or more minigames for this project – Jess will share the GCSE Specification so that everyone can work on their own ideas for different topics</p> <p>Art style and curriculum topic to be decided at next week's meeting</p>
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		<p>memory addresses in RAM, she shared images found online of pigeon lofts created using generative AI (Midjourney or similar) – we may be able to use generative AI to produce concept artwork for our project.</p> <p>Mohan has shared his solo concept via Slack – due to a significant lag on Zoom it wasn't possible for him to talk through his concept, however all Team members have reviewed his concept for Rampage, a 2D racing game through a city scape. Jess thought we might be able to incorporate Mohan's concept into the CPU city idea as the player could have to complete the FDE cycle challenge in a specified time, avoiding obstacles and encountering a Boss challenge only if the racing component is successfully completed.</p> <p>Taner shared his solo concept for a fishing game last week, but today agreed that we should proceed with</p>	
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		an educational game. He proposed teaching students about AI and machine learning. Jess said that AI is not currently part of the GCSE spec (written pre Covid) but is taught at pre-GCSE where the curriculum is more flexible.	
3. 8.30-8.45	<p>Discussion and Decision upon Group Concept</p> <ul style="list-style-type: none"> • Feasibility of ideas – can the proposal be completed within the time available • Does the concept fit our combined skillset? • City Theme • Playable in 5-8 minutes <p>Plans for completion of Game Design Group Concept Document</p> <ul style="list-style-type: none"> • Allocation of tasks • Use of Github Teamworking tools 	<p>Taner has set up a shared GitHub repository and invited all team members. During the meeting all members were able to connect.</p>	<p>All team members can start to share relevant documents – Jess and Kyle will share meeting recordings.</p> <p>We also need to investigate options and set up a teamworking task board</p>

4. 8.45-9am	AOB	Meeting ended at 8.40am when Zoom time limit reached. Discussion continued on Slack chat.	<p>Meeting videos are too large to share via GitHub, Jess will upload to YouTube and share links.</p> <p>Mohan had difficulty following group discussion due to delays on Zoom – Slack discussion about trying alternative meeting format (Teams/Slack)</p>
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