

BSc Computer science programme

Course name: CM3030 Game Development

Tutor group number: T2

Team number: T4

Team meeting time/date: 6pm BST 27/05/22

Team members invited: Kyle Jussab, Jess Armitage, Taner Parker,

Team members absent: Mohan Dai (apologies sent via Slack), Aljaž Čenčič (no contact made)

Agenda item/Time	Description	Discussion	Action Points
1. 6.00-6.10pm	<p>Hellos and Housekeeping</p> <p>Completion of Coursera Teammate reviews (week 6)</p>	<p>Checking/Troubleshooting GitHub Access</p> <p>Kyle has shared a first draft of our Group Concept Document via GoogleDocs</p> <p>Taner activated GitHub permissions for the Project Kanban board</p>	<p>Complete and submit Group Concept Document for Peer Review (week 5)</p> <p>Complete Teammate review (week 6)</p> <p>Going forward we are now able to use the GitHub project board to keep track of tasks – all team members should use the board to track</p>

			their contributions going forward.
2. 6.10-6.30pm	Game Description Ideas/Proposals	<p>Jess shared document outlining the understanding of the FDE cycle needed for GCSE – adapted from BBC Bitesize</p> <p>Shared idea of travelling via the correct buses (data/control/address) and releasing pigeons (fetching instructions) from a pigeon loft (RAM). Player has to learn the correct sequence to move data through registers to complete a simple arithmetic task.</p> <p>Kyle points out that we need to gamify/introduce randomness to make the game fun to play and replay.</p> <p>Jess also shared some generative AI concept art, including CPU city and steampunk tech pigeons.</p> <p>Taner notes that the artwork should to be low poly to be feasible in a project of this size.</p>	

		<p>Kyle suggests looking at existing game Overcooked – as characters travel by bus between levels, general agreement that this is the kind of fun, unpredictable game we are aiming to make.</p> <p>Discussion about first/third person viewpoint</p> <p>Kyle suggests the player having to drive the bus/navigate to the correct locations – gamification, not just pattern recognition, concept is taught, but the game is different each time, to make it fun and reinforce learning.</p> <p>Taner talks about elevator buttons to control the bus, maybe the game could include horizontal and vertical travel?</p>	
3. 6.30-6.45	<p>Discussion and Decision upon Individual Ideas</p> <ul style="list-style-type: none"> • Feasibility of ideas – can the proposal be completed within the time available • Art style 	<p>Jess asks for feedback on the proposed outline and how we can ‘gameify’ it.</p> <p>It was decided to create a shared document containing the skeleton FDE cycle so all team members can add their own ideas – Kyle is keen that our game should be ‘wild!’, constantly</p>	<p>Jess to upload skeleton document to GitHub and/or GoogleDocs as soon as possible.</p>

	<ul style="list-style-type: none"> 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>surprising the player with fun and unexpected things.</p> <p>Once we have all shared our ideas on paper we can cherry pick the best ideas/expand on each other's ideas and move forward.</p>	
4. 6.45-7pm	AOB	<p>It was agreed that we need to meet again midweek this week in order to finalise the Group Concept Document</p>	<p>Jess to coordinate a mutually convenient midweek meeting time on Slack</p>