**GROUP15**

**MEET01 – MON 29/10/2018**

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| **Today** | **By Next Meeting** | **During Next Meeting** |
| 1. **Defining vague roles:**   **3 x Coders:**  - Sam  - Yu  - Alex  **2 x Media:** (Blog/Videos/Keeping notes of meetings)  - Aaron  - George  **1 x Modelling / Graphics:**   * + Qingyang  1. **Signing everyone up to the Trello board** | 1. **All read up on Trello board links and Watson & chatbot stuff** 2. **Decide IF PUBLIC GitHub (ask John)** | 1. **Should get started on the blog => (look which website to use – start using it on Friday)** 2. **Draw up a basic design of the game** |

**MEET02 – FRI 02/11/2018**

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| **Today** | **By Next Meeting** | **During Next Meeting** |
| 1. **Finished all sign-ups and GitHub**   https://github.com/alexmelissasUoN/UON\_IBM\_AIGAME2018   1. **Brainstormed ideas for the game** 2. **Started the blog**   theaitwitterarenagame.wordpress.com |  | 1. **Ethics Check** 2. **Yu post links to github and onedrive on moodle** 3. **Start thinking of initial tasks** |

**MEET03 – MON 05/11/2018**

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| **Today** | **By Next Meeting** | **During Next Meeting** |
| 1. **Got permission to go with RPG** 2. **Links posted on Moodle** 3. **About us page on blog** | * **Look at ethics, ask John** * **Think about blog** | 1. **Finish-submit Ethics Checklist** 2. **Start thinking of initial user stories/tasks** 3. **Meet w/ Supervisor** |
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**MEET04 – FRI 09/11/2018**

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| **Today** | **By Next Meeting** | **During Next Meeting** |
| 1. **Belbin roles - look into** 2. **Ask john about if users know about twitter usage** 3. **Skype meetings – fri 10? Ask john** |  |  |

**MEET05 – MON 12/11/2018**

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| **Today** | **By Next Meeting** | **During Next Meeting** |
| 1. **Posted Ethics Checklist (preliminary)** 2. **Basic Template/Prototypes of game screens in Marvel (**<https://marvelapp.com/390dg85>) 3. **Considered the story/gameplay of the game.** Have a world map in top down view. Can battle neighbouring (other people's) characters (not in real time) by travelling to them with a 2D pathway thing. Battle screen is classic 2D RPG 1 on 1 battle, first to 0 HP loses. You battle people when they're not online, and they are notified of the battle and its result when they login. | 1. **Will we use local storage or accounts?** 2. **Can we use IBM and UoN logos in app for trustworthiness?** 3. **Will users know exactly how their twitter will be used?** | 1. **Concrete story/gameplay/map etc** 2. **Draw character/map/battle screen** |

**MEET06 – FRI 16/11/2018**

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| **Today** | **By Next Meeting** | **During Next Meeting** |
| 1. **Finalised Game concept (both fully drawn out and simpler one)** 2. **Drew basic layout of overworld/planet/ battle screens** | 1. **Will we use local storage or accounts?** 2. **Can we use IBM and UoN logos in app for trustworthiness?** 3. **Will users know exactly how their twitter will be used?** 4. Ask Gail for help with Full Ethics checklist | 1. Bring the blog up to date 2. Figure out who/how will do the vlogs 3. Ask Gail if she can join fortnightly Friday 10:00 am skype with John. |

**MEET07 – MON 19/11/2018**

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| **Today** | **By Next Meeting** | **During Next Meeting** |
| 1. Rough Class “diagram” | 1. **Will we use local storage or accounts?** 2. **Can we use IBM and UoN logos in app for trustworthiness?** 3. **Will users know exactly how their twitter will be used?** 4. **Ask Gail for help with Full Ethics checklist** | 1. Bring the blog up to date 2. Figure out who/how will do the vlogs |

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**MEET09 – MON 03/12/2018**

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| **Today** | **By Next Meeting** | **During Next Meeting** |
| 1. Creating additional git branches 2. Yu – created script for Watson PI output 3. Yu – created structural diagram for entire project | 1. **Ask Gail for help with Full EC** | 1. Think about algorithm for sorting personality insight output into teams of common characteristics. |