Individual Project Record of meeting 2

Attendees	Dr Daniel Creed (Supervisor), Duncan Law
Meeting format	Physical
Date and time	16th October 2025, 3:30 PM

1) Matters to note from last meeting

My main task from the last meeting was to refine the aims and objectives for my project to make them more focused. I have done this, and we discussed it in this meeting.

2) Issues discussed at this meeting

1. Project Timeline Clarified

- Coding Deadline: Hard stop in mid-February. No coding after this.

- Testing Phase: Must happen in January/early February to allow 2-3 weeks for feedback collection and analysis before the coding deadline.

- Final Report: A solid 3 weeks at the end of Semester 2 must be dedicated solely to writing.

2. Interim Report (Week 7) - Strategy Shift

- This report is NOT about implementation progress.

- Focus on the "thinking":

    o Context & Problem: What is the issue?

    o Literature Review: What have others done? (Crucial to expand this)

    o Project Specification: What is my proposed solution?

    o Methodology: How and why will I build it?

- Coding progress is a minor note, not the core content.

3. The "Authentic Journey"

- The final report should document the real process, including problems and changes.

- It's a narrative of learning. Don't present a "perfect" journey.

- Be truthful about existing skills and what needs to be learned. This demonstrates self-awareness and risk management.

4. Research & Literature Review

- Immediate Priority: Spend the next week focused on literature review.

- Topics: Game Design, AI in Games, AI Content Generation.

- Sources: Use academic, reputable sources, not just code repositories. The literature should steer the project's direction.

5. On Gathering Opinions

- Postpone interviews with lecturers.

- Asking for opinions now risks derailing the project's focus.

- A better approach: Get their feedback on the finished game to evaluate the solution.

3) Decisions agreed at this meeting

Before Next Meeting (Oct 23rd):

1. Literature Review: Dedicate the week to finding and reading academic articles.

2. Draft Interim Report: Start a new document focusing on the sections discussed (Lit Review, Methods, etc.).

3. Pause Heavy Coding: Slow down implementation to focus on research and planning.

Long-Term Plan:

- Update Gantt Chart: Factor in the clarified timeline for coding, testing, and writing.

- Holidays: Aim to have a testable version of the game ready.

- Jan/Feb: Conduct user testing.

- Mid-Feb onwards: Switch entirely to writing the final report.

4) Date of next meeting

We scheduled the next meeting for 23rd October 2025 at 3:30 PM (same time and format as this week).

END