

Individual Project Record of a meeting 3

Attendees	Dr Daniel Creed (Supervisor), Duncan Law
Meeting format	Physical
Date and time	24th October 2025, 3:30 PM

1) Matters to note from last meeting

- UDiscussed the project problem area and how it integrates into the report.
- Clarified that the report is not limited to 20 pages, only the appendices are.

Issues discussed at this meeting

- Week 7 report not ready for review; still drafting and compiling references (around 40). Planning for each part is done, but no content yet.
- Uncertainty about including a "project problem area" section in the report, especially for a game development project.
- Confirmed that the "problem" for the individual project is investigating the possibilities of LLMs to generate dynamic, non-linear, perpetually evolving storylines for games.
- Clarified that the problem area can be integrated into existing sections like "requirements analysis" and "background," not necessarily a separate section.
- Discussed how to grade the success of the LLM implementation in the game.
- Discussed the inclusion of a Game Design Document (GDD) in the individual project report; it can be included in the appendices if useful, but is not a required report itself.
- Offered to share GitHub URL with supervisor for document storage.

2) Decisions agreed at this meeting

- The "project problem area" will be integrated into the requirements analysis and background sections of the report.
- Game Design Document (GDD) can be included in the appendices of the individual project report, but it is not considered part of the main report's word count or page limit (except for the 20-page appendix limit).
- First draft of the individual project report to be sent early next week.

3) Date of next meeting

Wednesday, October 29, 2025, 2:30 PM.

END