COS 125 Minutes
November 14, 2013 Team 9 Meeting #2

3:00 pm Fogler Library Reserve Reading Room

Sherry Pennington

sherry.pennington@umit.maine.edu

1. Roll Call

L. Name + Initial	Role	Physically Present	Virtually Present	Absent	Late	Excused
Moore, N	Leader	X				
Parker, H	Arch				X	
Al Bakir, N	Coder			X		
Jordan, B	Tester	X				
Wallace, E	Graphics Designer	X				
Pennington, S	Editor	X				

2. Approve Past Minutes

Proposed Action: To approve the minutes from the Nov 11th meeting.
Discussion: Went through the minutes from our previous meeting to get everyone up to speed
Actions: Approved

3. Purpose of the Meeting

Proposed Actions: To finalize role and share game ideas
Discussion: Possible game ideas are Oil Dwellers and Western Punk. Some possible game types to keep the game interesting are overhead shooting, change in orientation of the screen, different themed levels, or jumping through time. We also discussed adding a position of Game

Designer which will be combined with the Tester. The Game Designer would be responsible for the creative aspects controls while the Architect is more control over the technical side.

Actions:
Finalized roles as stated above.
Put ideas on the wiki page on Assembla

4. Project Leader Assignments

Proposed Assignments:
Write up documentation for current game components
Start assigning tasks to the group

Discussion:
Suggested that everyone make a copy of source code and play around and change things up as a learning process to see how things work.

Actions:
Will have documentation placed in Assembla before the next meeting

5. Architect Assignments

Proposed Assignments:
Start tasks for coding structure

Discussion:
Design document due Nov. 26

Actions:
Get acquainted with engine and draft structure for coding
Work with Sherry on design document

6. Coder Assignments

Proposed Assignments:
Go through Nathan's current code and become familiar with it.

Discussion:

Actions:

7. Tester/Game Designer Assignments

Proposed Assignments:

Create a list of tasks for graph & story Think of new game objects
Discussion: Testing plan due Nov. 26
Actions: Design a test plan and work the Sherry on the testing document

8. Graphics Designer Assignments

Proposed Assignments: Create a new level and add sound
Discussion:
Actions:

9. Documentalist Assignments

Proposed Assignments: Write up minutes for meeting and share on Assembla
Discussion: Design document and testing plan due Nov. 16
Actions: Work with Holden on design document and Ben on the testing document

10. Additional Item

Background:
Proposed Action:
Discussion:
Actions:

11. Additional Item

Background:	
Proposed Action:	
Discussion:	
Actions:	

12. Additional Item

Background:	
Proposed Action:	
Discussion:	
Actions:	

13. Additional Item

Background:	
Proposed Action:	
Discussion:	
Actions:	

14. New Business

Background:	

Proposed Action:	
Discussion:	
Actions:	

15. Approvals

Name (Alphabetical Order)	**Initials**	**Date**
Al Bakir, Numan		
Jordan, Ben		
Moore, Nathan		
Parker, Holden		
Pennington, Sherry	**SP**	**11/15/13**
Wallace, Elliot		