

Group 14 Assignment 3

Minutes 22/04/2019 7.30pm - 8.30pm (Australian Eastern Time)

Attendees: Nathan, Cory, Lee, Michael, Nick.

Apologies: Harry.

Chair: Michael

Notes:

- Everyone in attendance has read the assignment 3 requirements.
- Michael has broken down the project plan into sections in a doc on github project description (nice work!)
- Checking that everyone in attendance has github access to assignment 3 repo

Discussion:

Michael discussed the timeframe section covering 15 weeks for the project, and will be useful for keeping us on track for the project.

The next biggest section is the 3-4 page write up of the project progress.

Other sections are smaller and can be sectioned off.

Invited the group to discuss sections that appealed

Lee: tracking of who is doing which sections of the write up and timeframe, sound design.

Nick: Skills and Job section to start with

Michael: Story section, moral choices

Cory: Mechanics - Tools and technologies, testing sections.

Nick - able to do 3ds max so can do some art stuff.

Harry - allocated the career paths section as builds on previous project jobs section that he did. Lee will msg Harry to let him know.

Nick shared a Game Design Doc from a previous course. Good reference for ideas for Project planning section of assignment/time frame sections potentially?

https://docs.google.com/document/d/1DaNMQ4oyeZJ6Sacy4IAMIESCF_8jWNlyH9hqycVbnUw/edit#heading=h.2cip959vl88d

Michael: I've done the Overview and I can do most of the Aims, and I can direct a lot of the Plans and Progress, with help.

Suggested would be good to have some art mock up stuff. Level design, ship model etc. (suggested to Nick - happy to work on when other stuff completed).

Nick happy to work on 3d mockups of game areas. Has done mock up huds before.

Discussion around proposed general roles for everyone:

Michael Lead Designer/project lead

Lee: Project Coordinator/sound design

Cory Programmer/Design

Nick: Level/Art Design

Nathan: Research and Marketing

Other roles to think about: Art director, QA, environment artist, Sound engineer/composer

Tasks allocated (aim for completed end of this week):

- Michael: rest of the intro part done and I'll come up with an outline of the game itself. From there we can work out how characters interact, which is where the moral choice aspect will come into it. (to discuss further next time)
- Lee: timeframe, sound design, roles section
- Nick: Position descriptions for skills section
- Cory: tools and testing sections
- Nathan: Timeframe, Risk section
- Harry: Career Plans

Everyone to keep communicating on Discord, ask questions and for help if needed. Aim for next meeting time. (suggest Sunday nights might be easy for most?)