**08343 - Group 3**

**Minutes 13/11/2015: Fenner Lab**

Present: Daniel Masterson, Adam Kadow, Philip Devine, Jack Hoyle, Josh Gibson

Absent: None

**Start – 14:15**

* Picked Jack’s design as a base
  + Adapted slightly together as a group
* Random map design
  + Ideally use random map generation with adaptable settings
  + Might swap to set map if time is an issue
* Turn Based Design
  + Could be done entirely in real-time
  + Most likely turn based, with interactions done in real time
* Game Engine
  + Unity is good, but not on uni computers
  + XNA is a backup but might not be great for networking
* Meetings
  + Meet after Monday’s lecture
* Roles
  + Assigned team roles, though they are varying

**End – 15:45**

**Minutes 19/11/2015: Hopper Lab**

Present: Daniel Masterson, Adam Kadow, Philip Devine, Jack Hoyle, Josh Gibson

Absent: None

**Start – 15:15**

* Game Engine
  + Reviewed the code and the components system and engine architecture.
* Discussed ideas for game implementation
  + Talked about ideas relating to our game design and how to implement them.
* Listed assets required
  + The team discussed assets that would be needed for the games development.
* Began development on Initial design Document
  + The producers began developing the initial design document of the game.
  + Broke down some of the future tasks and started assigning them to team members
* Began searching for art and sound assets
  + Found art for potential player, ship and planet sprites
* Refined movement / resource / territory ownership mechanics
* Implemented some of the art and minor code tweaks into the game engine to begin the development of the game
  + This will be built on upon in later meetings to phase the redundant features of the engine out and to add the additional required gameplay features

**End – 17:30**

**Minutes 20/11/2015: Fenner Lab**

Present: Daniel Masterson, Adam Kadow, Philip Devine, Jack Hoyle, Josh Gibson

Absent: None

**Start – 14:15**

* Revisited deliverables to ensure they were all finished, up to standard and committed to SVN
  + Initial Report with concept, time plan and layout of roles
  + Timesheet
* Discussed next week’s tasks and who would achieve them, as well as organising the next meeting on Monday at 13:15
* Discussed what data would be taken from the player to be sent to the other if next working was involved.

**End – 15:20**

**Minutes 23/11/2015: Cray Lab**

Present: Daniel Masterson, Adam Kadow, Philip Devine, Jack Hoyle, Josh Gibson

Absent: None

**Start – 14:15**

* Began UML Diagrams
  + Class Diagram
* Discussed interaction mechanics
  + Notification window?
  + Auto zoom?
  + Zoom into interaction manually?
* Refined UI for better feedback of stats and information
  + Sidebar with avatar and information
* Added Ship movement along with planet capture
* Refined design document

**End – 15:00**

**Minutes 27/11/2015: Fenner Lab**

Present: Daniel Masterson, Adam Kadow, Philip Devine, Jack Hoyle, Josh Gibson

Absent: None

**Start – 14:15**

* Completed weekly timesheet
* Compiled extra elements into the weekly report
  + Sprite List, Audience Analysis, Updated Time Plan, Class Diagram
* Spoke with Neil Gordon to confirm progress and get feedback
* Discussed next week’s tasks
* Planned next meeting on Monday 30th

**End – 15:15**

**Minutes 30/11/2015: Cray Lab**

Present: Adam Kadow, Philip Devine, Jack Hoyle, Josh Gibson

Apologies: Daniel Masterson

Absent: None

**Start – 13:15**

* Discussed final deliverables and task assignment
  + Ensured all team members are working on the correct tasks at the rate required to finish in time
* Began colouring sprites to allow for team customization
* Updated Class Diagram
* Began the Marketing Plan section of the final report

**End – 14:15**

**Minutes 04/12/2015: Fenner Lab**

Present: Daniel Masterson, Philip Devine, Jack Hoyle, Josh Gibson

Apologies: Adam Kadow

**Start – 14:15**

* Revised the design document to include the updated assets.
* Discussed next week’s tasks and how we will achieve them, as well as organising the next meeting on Monday at 13:15

**End – 15:00**

**Minutes 10/12/2015: .NET Lab**

Present: Daniel Masterson, Philip Devine, Jack Hoyle, Josh Gibson, Adam Kadow

Absent: None

**Start – 13:25**

* Discussed how to solve player customization
* Reordered documentation to fit specification

**End – 15:00**

**Minutes 11/12/2015: .NET Lab**

Present: Daniel Masterson, Philip Devine, Jack Hoyle, Josh Gibson,

Apologies: Adam Kadow

**Start – 14:15**

* Data collection – what character the player picked

**End – 15:00**