08356 Group Project Meeting Report

# Meeting Details

Time: 17.15 – 18:00

Date: 17/11/2015

Present: Everyone

Apologies: N/A

Absent: N/A

# Review of previous deadlines and tasks

N/A First meeting of the group.

# Minutes of meeting

As this was the first meeting it was mainly dedicated to assigning the tasks to each member of the groups and also looking forward to what would needed to complete the game using the specification. We decided as a group to begin looking for the assets of the game which will be used when development begins. We created a list of assets within the SVN that we will all be able to refer to later when researching.

# New deadlines and tasks

Look online for open source resources that we will be able to use within the project – Everyone.

# Time, date and location of next meeting

4:15 – Tuesday 24th November – During the lab.

08356 Group Project Meeting Report

# Meeting Details

Time: 17.00 – 18:00

Date: 24/11/2015

Present: Everyone

Apologies: N/A

Absent: N/A   
Review of previous deadlines and tasks

Each member of the group suggested some open source objects that they had seen that could be used within the project.

# Minutes of meeting

**Start – 17.00**

**-** When we arrived at the meeting we discussed the open source objects that we had found during the week away from each other, we came up with various different things such as the textures and other objects that can be used within our games.

- After discussing the textures that we found we then proceeded to look at the coursework specification and then discuss in more detail what each member of the team will be specialising in. So that everyone has something to focus on.

- Finally before we left the meeting we assigned each member of the group a job to do for the following week, ensuring that we can make a start on the game.

**End – 18.00**

# New deadlines and tasks

From our decisions made by looking at the script we came up with the following tasks to be done by the meeting next week;

Jack – Begin looking at getting the walls and the floor rendered into the game window

Ben and Josh – Work on getting a component working that will allow for editing of the models within the window, such as scale and rotate

Matt- Begin looking at the robot AI

# Time, date and location of next meeting

4:15 – Tuesday 1st December – During the lab.

08356 Group Project Meeting Report

# Meeting Details

Time: 17.00 – 18:00

Date: 1/12/2015

Present: Everyone

Apologies: N/A

Absent: N/A   
Review of previous deadlines and tasks

Over the last seven days we have made progress on the tasks that we set ourselves last week, Jack managed to get some floors and walls rendered however needed of the assistance of the component that was being created by Ben and Josh to help with the rotation and scale of the objects to ensure that the maze created was as accurate as possible.

Matt managed to make a start on the AI of the robot and implementing the path finding, but this is something that will be completed over the coming weeks.

# Minutes of meeting

**Start – 17.00**

**-** When we arrived at the meeting we discussed the progress that we had made in the previous week and inspected the walls and floors and began to look at ways of implementing the transform component that we have created

- The transform component needed some tweaking to ensure that it worked correctly so Ben and Josh began work on this

- Matt continued to work on AI

- Tweaked and fully working transform component is implemented in full game build

- Jack begins to edit walls and floors using transform component

- Decide on tasks to be completed over the next week

**End – 18.00**

# New deadlines and tasks

We decided on the following tasks to be completed by next week

Jack – Begin to work on getting the movement around the map implemented

Ben – Begin to look at getting the SkyBox working correctly

Matt - Continue looking at the robot AI

Josh – Look at the project management of the project and begin to take data for the end of project report.

# Time, date and location of next meeting

4:15 – Tuesday 8th December – During the lab.

08356 Group Project Meeting Report

# Meeting Details

Time: 16.15 – 18:00

Date: 8/12/2015

Present: Everyone

Apologies: N/A

Absent: N/A   
Review of previous deadlines and tasks

Over the last seven days we have made progress on the tasks that we set ourselves last week, Jack managed to implemented some movement around the map allowing the user to walk around the maze however we have discovered an issue within which every two frames there is a skip that is affecting the effect of movement around the maze

Matt has created an AI pathfinding algorithm that has been tested in the AITest project folder in Development.

Ben has made progress on the SkyBox and will continue to work on it over the next couple of weeks

# Minutes of meeting

**Start – 17.00**

**-** When we arrived at the meeting we discussed the progress that we had made in the previous week and examined each other’s work that we had created so far

- Josh and Jack began work on trying to debug the skipping issue within the game

- Matt continued to work on AI

- Ben continued to work on the SkyBox

- Decide on tasks to be completed over the next week including certain tasks that could help the skipping issue

**End – 18.00**

# New deadlines and tasks

We decided on the following tasks to be completed by next week

Jack – Work on fixing the skipping issue by placing everything into one entity and also implementing collisions for the walls

Ben –Continue work on the SkyBox

Matt – Implement AI test code into game.

Josh – Continue with the process of project management and noting down details for the end of project report.

# Time, date and location of next meeting

4:15 – Tuesday 15th December – No lab but meeting in .Net labs at the normal time.

08356 Group Project Meeting Report

# Meeting Details

Time: 16.15 – 17.00

Date: 15/12/2015

Present: Everyone

Apologies: N/A

Absent: N/A   
Review of previous deadlines and tasks

Over the last seven days we have made progress on the tasks that we set ourselves last week, Jack managed to get everything placed into one entity which has helped the skipping issue somewhat however it is still present and we are going to work more on this over the coming weeks, he did however manage to get the collisions of the walls working correctly so that the player can’t just walk through them anymore.

Matt’s AI component is almost finished and should be ready to implement straight away after the Christmas period

Ben’s SkyBox is also almost finished and should be ready to implement straight after the Christmas period is finished.

# Minutes of meeting

**Start – 16.15**

**-** When we arrived at the meeting we discussed the progress that we had made in the previous week and examined each other’s work that we had created so far

- Everyone continued to look at trying to fix the skipping issue completely based on some outside feedback we had received from Darren

- Arranged a meeting for a couple of days’ time to discuss the tasks that will need to be completed over the Christmas break

**End – 17.00**

# New deadlines and tasks

We decided on the following tasks to be continued to be looked at but do not need to be finished before Fridays meeting

Jack – Continue work on the skipping issue

Ben –Continue work on the SkyBox

Matt - Continue looking at the robot AI

Josh – Continue with the process of project management and noting down details for the end of project report.

# Time, date and location of next meeting

1:15 – Friday 18th December – No lab but meeting in .Net labs at the normal time.

08356 Group Project Meeting Report

# Meeting Details

Time: 1.15 – 2.15

Date: 18/12/2015

Present: Everyone

Apologies: N/A

Absent: N/A   
Review of previous deadlines and tasks

Over the last couple of days we have continued to work on the tasks assigned to us but these have not been finished at this point – This is an extra meeting to discuss what tasks should be assigned to each of us for the Christmas period

# Minutes of meeting

**Start – 1.15**

* We as a group had a discussion about the things that needed to be completed over Christmas

**End – 2.15**

# New deadlines and tasks

We decided on the following tasks that need to be completed over the Christmas period

Jack – Find and implement models for thing such as Keys, Portal, and Enemy

Ben – Finish the SkyBox and have it to implement as soon as we are back from the Christmas break

Matt – Finish the Robot AI and have it ready to implement as soon as we are back from the Christmas break

Josh – Continue with the process of project management and noting down details for the end of project report, find sounds for the game and have them ready to implement as soon as we return from the Christmas break.

Everyone – See if we can find a solution to the still present skipping problem

# Time, date and location of next meeting

TBD – When everyone returns from Christmas break.

08356 Group Project Meeting Report

# Meeting Details

Time: 1.15 – 18.15

Date: 7/1/2016

Present: Everyone

Apologies: N/A

Absent: N/A   
Review of previous deadlines and tasks

We have completed the work assigned to us over the Christmas period and we now need to ensure there will be no errors when implementing them all together.

Jack – Implemented all of the models into the program

Ben – Finished the SkyBox and is now ready to implement

Matt – Robot AI is completed and ready to implement

Josh – Continued with adding in project management and had sounds ready to implement

Group- Managed to fix the skipping problems

# Minutes of meeting

**Start – 1.15**

* We started with a discussion of what we managed to compete over Christmas and what we needed to implement from here
* Matt implemented the AI properly so it worked with no issues
* Ben implemented the SkyBox so it worked with no issues
* Josh began the final report starting with the evaluation chapter, covering any issues we have come across so far in the creation of our project
* Jack added in the moving cube and Octahedron and moved them and the keys to the correct positions
* Matt implemented the wall collisions
* Josh moved on to the AI section of the report as it was completed

**End – 18.15**

# New deadlines and tasks

We decided on the following tasks that need to be completed over the Christmas period

Jack – Implement the ability for the players to pick up the keys

Ben – Make a Start on the UI

Matt – Begin implementing bug fixes

Josh – Finish the Ai section of the report.

# Time, date and location of next meeting

10/1/2016 – 1 o’clcok – Fenner Labs

08356 Group Project Meeting Report

# Meeting Details

Time: 1.15 – 17.15

Date: 10/1/2016

Present: Everyone

Apologies: N/A

Absent: N/A   
Review of previous deadlines and tasks

We have completed the work assigned to us over the Christmas period and we now need to ensure there will be no errors when implementing them all together.

Jack – Fully implemented the picking up of keys function

Ben – made a start on the UI, still needs to be finished

Matt –Worked on fixing some bugs to ensure game worked correctly

Josh – Completed the AI section of the report.

# Minutes of meeting

**Start – 1.15**

* Josh began to put together the UML diagrams
* Matt and Ben worked together to get the full UI implemented
* Jack implemented the sounds into the game
* Matt and Ben got the UI finished
* Matt continued with fixing bugs
* Jack and Matt Implemented to portal collisions
* Ben implemented the game over screen
* Jack Ben and Matt started bug fixing
* Josh began the entity diagrams
* Ben added AI onto MiniMap

**End – 17.15**

# New deadlines and tasks

We decided on the following tasks that need to be completed by tomorrow

Jack – Continue with Bug Fixing

Ben – Add in spotlight movement

Matt – Continue Bug Fixing

Josh – Complete entity diagrams

# Time, date and location of next meeting

12/1/2016 – 11am – Fenner Lab

08356 Group Project Meeting Report

# Meeting Details

Time: 11.00 – 15-30

Date: 7/1/2016

Present: Everyone

Apologies: N/A

Absent: N/A   
Review of previous deadlines and tasks

Ben – Added in Spotlight Movement

Josh – Finished Entity Diagrams

# Minutes of meeting

**Start – 11-00**

* Josh began completing the report
* Matt fixed sounds
* Jack fixed mouse sensitivity
* Ben tweaked spotlight movement
* Matt attempted to put code into libraries
* Jack and Ben began bug fixing.

**End – 15-30**

# New deadlines and tasks

N/A Finished!

# Time, date and location of next meeting

N/A Finished!