

Minutes

Date:	Friday 10 th February 2012		
Start Time:	9:30am	Finish Time:	10:00am
Meeting Subject:	Customer Interview		
Attended:	Rob Johnson Oliver McCarthy Mark Merriman Andreas Nicolaou Mark Purser Joanne Robert Eleanor Shakeshaft Ben Watt Martin Berger (client)	Absent:	n/a

Progress:

Notes from meeting with client:

Marks for the assessment will be mainly on the Software Engineering, not necessarily the code/program itself.

The team will be held to what we commit to in week 7; no more, no less.

End-users: Technophiles who play lots of games and have short attention spans. Will have high-spec hardware so programme being memory efficient is not a priority.

Cross-platform would be excessive, just one is fine.

Visualisation: The absolute minimum would be to just show who has won, however 2D/swing would be very good, 3D would be better. Any colours. Being able to change background would appeal to users.

Navigation: Control of speed, pause game etc would be good as simulations are fast. On-screen information (statistics) would be very useful and interesting to the ant brain developers.

Networking: Client server architecture = nice.

AI: Not required but would provide a better game if done well, however would be very hard to evolve good games using it. Can the team pull off a GA that will make a good ant brain?

Support for creating ant-brains would be helpful but very difficult and unclear. Would be high-level that complies to ant brain (assembly code), hard.

Top-score website would be very good and would appeal to users.

Automated testing is vital! In presentation the team will show not only the game but also the testing and software engineering.

Better team-work = better marks.

Actions:

Keep working on documents and to think about above notes for Monday catch-up meeting.

Next Meeting(s):	Monday 13 th February 2012:	Catch-up meeting
	Friday 17 th February 2012:	Seminar