Team G: *The Fighting Mongooses*

Game: *Bel Nix: Tactics*

Substitute Mentor: *Paul Foster*

Mentor Meeting Notes #2

The main point that we gathered from our meeting was to always be sure that the entire team was aware of what was going on, and what they need to do to accomplish their task. This means conversing with each other often, sharing design docs, adding descriptions to tasks, and not assuming other people understand how you think things should work in your head. On top of that, the other point that Paul made sure we were aware of was to not list our tasks in a deceptive way, to make sure we are always aware of just how much stuff we absolutely have to do to get our game going.

The following is the rest of the notes from the meeting:

* Integrate and iterate all of the things early and often
* Make sure what is in the game is what everybody envisioned
  + This is to be determined by each member individually, and needs to be brought to the attention of the team when it is not fulfilled
* We need to make specifics for the number of maps, characters, functions, UI, everything we want to be done by the first quarter
* Take account of all the tasks necessary to get to milestones
  + We need to write down specifically want we want and how to make those things happen
  + Make sure it is apparent when something relies on somebody else’s task
    - This is a top priority
  + Make sure everybody is aware of exactly what they need to do and how it needs to be done
    - Jot down notes on how these things should be done/how they should look and function once they are done
* Split up all of the tasks so that we know exactly what must be done and how many things we need to do
  + Split up all current broad Trello tasks so each task is a small accomplishment
  + We need to make sure we are aware of just how many things we need to get done
    - Having them hidden under a layer of checklists and descriptions also hides all of the time and details necessary for the task to be completed
  + It may look like a lot of tasks, but we need to know that it is and adjust accordingly
* Make sure we’re all on the same page
  + Make sure that the ideas that are in a few people’s heads get to everybody’s heads
  + Make sure everybody knows exactly what we want in our game
* Look into serialization of C# code/scripts for an alternative to Global Variables for save/load functionality