


Sprint 1 Meeting Minutes


Rush Racing game by **The Fast and the Curious**

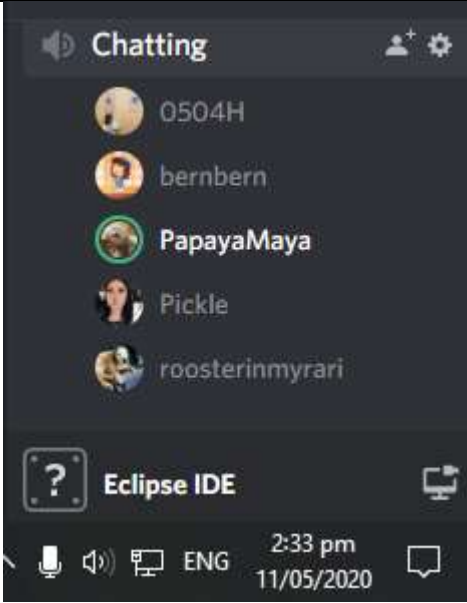
Team Members:

Bernadette, Henry, Immanuel, Maya & Tyrell

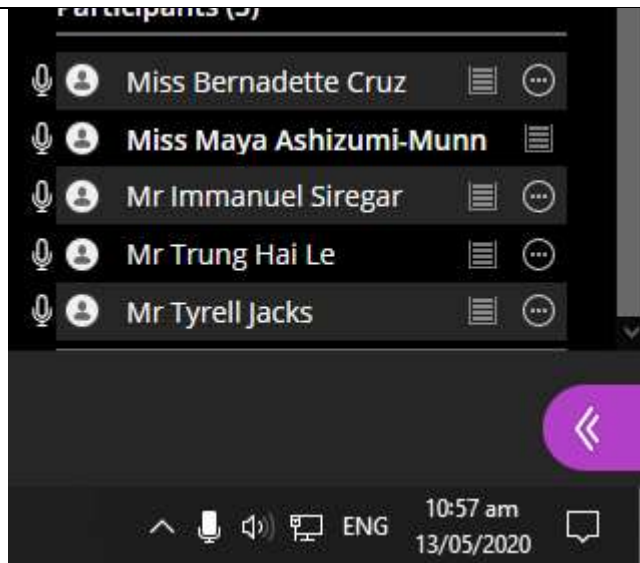
Monday 2:30 ~ 2:45, Wednesday lab time, Friday 12:00 ~ 12:15

Date	Attendees	Discussion
4 May	Everyone	<p>Topics to discuss:</p> <ul style="list-style-type: none">• Go over list collated of set up tasks and distribute these tasks, group discussion to figure out if any more set up tasks needed• Figure out a schedule for our meeting minutes <p>Today's discussion:</p> <ul style="list-style-type: none">• Organised daily stand up meeting times• Assigned our set-up tasks to each person• Set up a meeting for tomorrow to discuss what we have done for set-up and iron out any issues with our project
6 May		<p>Bernadette: imported database, no impediments Immanuel: imported assets, dressing up the track scene, minor hiccups related to github Henry: making car models, terrain models, Tyrell: making ui and menus, today finishing up on ui and menus Maya: imported car controller scripts, will be improving these scripts. Issues: some github issues</p>

<p>8 May</p>	 <p>Attendees:</p> <p>Henry</p> <p>Maya</p> <p>Tyrell</p> <p>Immanuel</p> <p>Missing:</p> <p>Bernie</p>	<p>Bernie:</p> <ul style="list-style-type: none"> • N/A <p>Immanuel:</p> <ul style="list-style-type: none"> • Things done since last meeting: working on HUD (trello user story), lap timer lap counter, saving best time into HUD, everything working as it should. Cutscene when race finished. Found tutorial for speedometer • Things to do before next meeting: Make a cutscene for race finishing, add in speedometer. Sort out github. • Any issues?: Github. <p>Henry:</p> <ul style="list-style-type: none"> • Things done since last meeting: How to create lists for menu selection when there is a few items, created sketch up for map and difficulty selection UI menu • Things to do before next meeting: Figure out how to display these lists (the scripts that control them) • Any issues?: No <p>Tyrell:</p> <ul style="list-style-type: none"> • Things done since last meeting: Worked on UI, looked for youtube different ways to work through user stories. Looked at how to pause in game. • Things to do before next meeting: Start on pause menu (user story) • Any issues?: Nothing other than github. <p>Maya:</p> <ul style="list-style-type: none"> • Things done since last meeting: Added the Huracan car model Henry made and added the car controller scripts to that • Things to do before next meeting: Planning out the currency user story and have that done hopefully this weekend • Any issues?: No issues
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<p>11 May</p>		<p>Bernadette:</p> <ul style="list-style-type: none"> • Things done since last meeting: implemented test maps for mini maps • Things to do before next meeting: keep doing mini maps, almost finished user story • Any issues?: nothing <p>Immanuel:</p> <ul style="list-style-type: none"> • Things done since last meeting: touching up HUD, almost done with user story • Things to do before next meeting: figure out how to correctly get the speed of car to use in speedometer • Any issues?: finding speed of car <p>Henry:</p> <ul style="list-style-type: none"> • Things done since last meeting: finished one user story for menu • Things to do before next meeting: start on next user story • Any issues?: no issues <p>Tyrell:</p> <ul style="list-style-type: none"> • Things done since last meeting: working on user story for pausing game, complete 2 user stories • Things to do before next meeting: connect pause script up to a pause button in race scene • Any issues?: no issues, still getting familiar with github <p>Maya:</p> <ul style="list-style-type: none"> • Things done since last meeting: created profile creation scene, scripts to access DB • Things to do before next meeting: refine and fix bad programming in scripts created, finish up user story • Any issues?: was having issues with SQLite DB programming and github but okay now
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13
May



Bernadette:

- Things done since last meeting: completed the development of user story for mini map display in the race
- Things to do before next meeting: work on next user story implementing volume settings
- Any issues?: github merging with own branch from master branch

Immanuel:

- Things done since last meeting: finished user story for implementing a heads up display for race scenes
- Things to do before next meeting: starting next user story
- Any issues?: same as Bernie

Henry:

- Things done since last meeting: 2 user stories complete – both related to user interface and scripts to control certain aspects of it
- Things to do before next meeting: working on last user story – car upgrades
- Any issues?: no issues right now

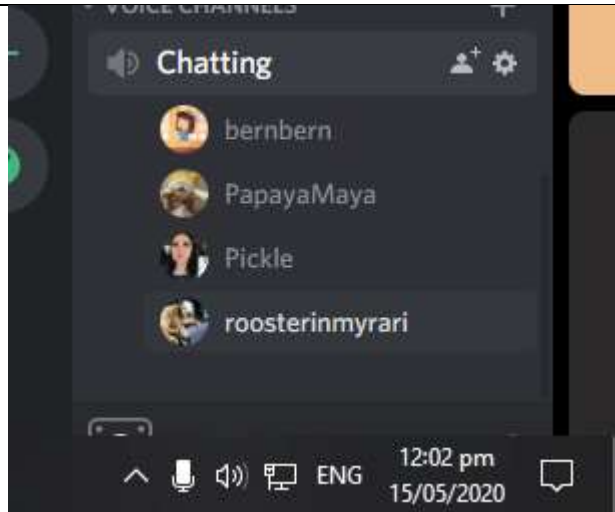
Tyrell:

- Things done since last meeting: just about to finish user story – pausing and quitting game
- Things to do before next meeting: try to finish these off
- Any issues?: merge issues like same as everyone

Maya:

- Things done since last meeting: haven't been able to do much sorry due to assignments but have done some script modifications to work with others changes
- Things to do before next meeting: finish off user profile user story
- Any issues?: not right now

15
May



Members missing: Henry (explained in advance that he cannot attend)

Bernadette:

- Things done since last meeting: haven't done much due to other assignments but has began to set up the things needed for the next user story
- Things to do before next meeting: finish the last user story assigned, finish testing for user stories assigned for testing
- Any issues?: N/A

Immanuel:


- Things done since last meeting: merged the completed HUD user story, started to plan the extra user story for multiple user stories
- Things to do before next meeting: testing things in testing column (profile creation), finished user stories so going to create a new one to further improve user profile creation
- Any issues?: been struggling with version control, no issues at the moment

Tyrell:

- Things done since last meeting: from last meeting, haven't been able to do much because of assignments
- Things to do before next meeting: completing user stories move into testing
- Any issues?: unity and github version control, conflicting files that cannot be automatically merged. Will update the team if help is needed

Maya:

- Things done since last meeting: Havent been able to do much since Wednesday due to some other assignments that are due very soon. But finished testing for user story assigned for testing
- Things to do before next meeting: complete the currency user story
- Any issues?: no

<p>18th May</p>	 <p>Members missing: Tyrell (explained in advance that he cannot attend)</p>	<p>Bernadette:</p> <ul style="list-style-type: none"> • Things done since last meeting: testing user storys, unit testing, all user stories are complete, acceptance testing complete • Things to do before next meeting: Get unit testing done and TDD document • Any issues?: Unit testing not working <p>Immanuel:</p> <ul style="list-style-type: none"> • Things done since last meeting: looking at menus and mapping them so that everything flows well and buttons work as needed. Access the profile creation by going to profile list • Things to do before next meeting: profile list task, testing developed used stories • Any issues?: input from DB <p>Henry:</p> <ul style="list-style-type: none"> • Things done since last meeting: half way through user story which is making a scene for garage and implementing the garage UI • Things to do before next meeting: start testing jobs for developed user stories, begin TDD • Any issues?: The UI for garage doesn't stay aligned with each component but this is not a major issue for this sprint as it is still functional <p>Maya:</p> <ul style="list-style-type: none"> • Things done since last meeting: Started to do TDD on currency user story, implementing an end of race scene • Things to do before next meeting: complete all tasks to get ready for creating the video • Any issues?: No issues <p>Discussed TDD, ironed out any issues with TDD. Immanuel had a task for creating a profile list to create and delete profiles but swapped this with Maya for a task to create the race ending scene as this aligned better with their strengths and will save some time.</p>
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<p>20th May</p>	<div data-bbox="311 196 934 600"> <p>Participants (4)</p> <ul style="list-style-type: none"> Miss Bernadette Cruz Miss Maya Ashizumi-Munn Mr Immanuel Siregar Mr Tyrell Jacks <p>10:45 am 20/05/2020</p> </div> <p>Missing: Henry. (Family member notified us through Discord after the meeting that he is having some health issues and could not attend)</p>	<p>Bernadette:</p> <ul style="list-style-type: none"> Things done since last meeting: Finishing up testing for user stories Things to do before next meeting: Documentation for unit testing, get video done Any issues?: Trying to run unit tests in unity but not working <p>Immanuel:</p> <ul style="list-style-type: none"> Things done since last meeting: Created a scene of results for finish race, trying to work on the tests Things to do before next meeting: Working on tests, documentation for tests Any issues?: N/A <p>Maya:</p> <ul style="list-style-type: none"> Things done since last meeting: Created script that communicates with currency database table. Waiting for garage implementation to finish this user story Things to do before next meeting: Finish user story and complete TDD unit testing, begin on planning for video Any issues?: Errors with database after project has been built <p>Tyrell</p> <ul style="list-style-type: none"> Things done since last meeting: Reuploaded pause menu that had conflicts, now has been merged into master Things to do before next meeting: Working on last user story regarding settings menu Any issues?: Not right now
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23rd
May



Missing: Henry (Was not feeling well)

Bernadette:

- This week did unit testing for minimap story and documentation for TDD.
- Today going to work on her share of the video, check over all documentation and project to ensure everything is ready for submission.
- No impediments. All user stories are complete.

Immanuel:

- This week working on unit testing for a user story. All user stories are complete
- Today Immanuel has offered to help out any other team members that are a bit behind, get his share of the video complete by tomorrow
- Unit testing – big issues. Will chat with Maya after the meeting about issues that they are both facing in regards to Nunit.

Maya:

- This week worked on organizing video and who does what part, made some last touches and improvements to the project ready for submission. Had to make some major fixes to the database components as they were not working post-build
- Until the next meeting, will be recording her share of the review video and getting deliverables up to standard ready for Monday.
- Issues – Nunit testing. Testing code has been written but cannot get it to work for some underlying issue

Tyrell:

- This week just been almost finished last user story – settings menu unit test for one user story. Get testing for user stories in testing column in Trello
- Finish off user story and unit test, record video by Sunday evening.
- Not issues

Other discussed issues:

- Some issues we are facing with unit testing – trying to get it working for everyone
- Talked about some changes we have made to get the build working – big changes were needed for database stuff
- Discussed retrospective meeting questions