Group1 Unity Project

Meeting Notes

11/8/2021

Roll Call:

Brian, Kevin, and Peter

Meeting Objectives:

* Go over the PDD. Specifically go over the things I filled in and need consensus on.
* Timeline for project.
* Open up the floor for any concerns, questions, ideas. Assets
* Talk about division of work. Figure out best way to proceed.
* Everyone leaves knowing what to work on this week.

**PDD discussion notes:**

From a theme stand point everyone seems to be on the same page. All other question marks come down to 1.) Assets we find, 2.) The difficulty of the idea to implement, and 2-b.) the time it takes to implement.

**Timeline discussion notes:**

The timeline in the PDD is all guess work… Kevin suggested the use of task cards in GitHub. Figuring out the task priority will be fluid, but I will work on breaking down the main areas of work into smaller task based assignments. This could make it easier for people to help each other out… adding their strengths to multiple areas. (I should have this feature rolled out... in the next 24-48 hours)

**Open floor notes:**

We covered some things with GitHub and assets. This became more of a thing at the end of all the other talking points…rather than its own block.

**Division of work discussion notes:**

*Areas of division in my mind: Character/Sprite Model and functionality, Scene Development, Secondary*

*Models and functionality, UI.*

*Additional areas that have overlap: Audio, Effects*

**Timeline discussion notes:**

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**Tasks/Assignment notes:**

We ended the meeting with everyone having a major area to start getting their feet wet in/on… pulling down assets or laying things out with simple block shapes… Cloning the repository from GitHub locally is the first order of business.

Brian – was going to work on scene development or secondary models

Kevin – was the most comfortable with coding so he took on the main character model and functionality.

Peter – UI … meters… splash screen(s)… menu