

Meeting: 23rd April 2018

Meeting Type: Weekly Meeting

Team: Team 

Meeting Start Time: 11:00am

Meeting End Time: 11:40am

Attendance

- Pete: Yes
- Sam: Yes
- Liam: Yes
- Guy: Yes
- Elliot: Yes

Agenda

- [1 min] Check meeting attendance and acknowledge absences.
- [10 mins] Check progress since last meeting, mark which tasks are complete and which are still outstanding (and reasons for their delay).
- [10 mins] Review **development work**.
- [10 mins] Clean up **Trello board**.
- [5 mins] Assign actions to be completed for next meeting.
- [2 mins] Set a date and venue for the next meeting, acknowledge potential absences for the coming week.
- [N/A] Additional comments

Progress

General

- Pete, Liam & Guy: Let Sam + Elliot know about their UI availability. [NO]

Pete

- Book meeting room 1 for next meeting. [YES]
- Finish game engine development. [NO] (Still remaining: save functionality)

Sam

- Design: create player pieces. [NO]
- Upload designs to Google Drive (/Trello). [NO]
- Meet for UI session on Sunday. [YES]

Liam

- Finish AI development for end of the week. [YES]

Guy

- User research - lets get this off the list. [NO]
- Finish game engine development. [NO] (Still remaining: cards, cardtype, stackcard, cardaction)

Elliot

- Make availability for Sunday session. [YES]
- Meet for UI session on Sunday. [NO]

Notes

- **Elliot** outlines the remaining development work: remaining game engine work and the UI holdups.
- **Pete** says game engine is almost done, there's just save functionality and card functionality remaining. There's a lot that needs peer reviewing.
- Game engine should be done next week.
- **Elliot** estimates that the remaining UI work will take roughly 48 hours. **Pete** says we should aim for Friday.
- **Sam** suggests that the best use of additional members time on the UI is to integrate with the GameEngine.
- **Elliot** will create the board template today and tomorrow.
- **Elliot** asks **Sam** for a time estimation for finishing up the main menu screens elements. He says it will be by the end of today.

Actions

General

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Pete

- Finish game engine development: saving.

Sam

- Finish main menu screen elements by end of today.
- Continue with UI (complete for Friday).

Liam

- Integrate the setup game menu screen with GameEngine.

Guy

- Help with UI on Wednesday.
- Finish game engine development: cards.
- User research

Elliot

- Create board template elements.
- Continue with UI (complete for Friday).

Next meeting

The next meeting will be on: