## Honours Supervision Meeting Record

Please complete sections 1 and 2 of this form prior to each individual meeting. Bring the form with these sections completed to each individual meeting.

During your meeting you should discuss agreed actions with your supervisor. These should represent major tasks to work on for the next 2-3 weeks. Immediately after the meeting, add these agreed actions to the form.

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| **Student Name** | Shubh Ravishankar Gawhade |
| **Supervisor Name** | Martin Zeilinger |

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| **Week** | Week 1 Meeting |

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| 1. **Provide a brief summary (fewer than 100 words) to introduce your supervisor to your project** |
| * A story driven 3D-Top-Down hybrid game prototype combining 3D top-down as a base with multiple genres of play-styles |

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| 1. **Agenda for current meeting (questions you wish to ask/feedback you require)** |
| * **Ethics application** – Please discuss this with your supervisor at this meeting and aim to have this approved or adjustments agreed. * **Research Project Risk Assessment** – Please discuss this with your supervisor at this meeting and aim to have this agreed and signed for upload. |

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| 1. **Agreed actions** |
| * Approved ethics application and risk assessment form. |

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| **Week** | Week 4 Meeting |

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| 1. **Agreed actions from previous meeting** |
| * Approved Ethics application and Risk Assessment form |

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| 1. **Outline of main progress since previous meeting** and **Agenda for current meeting (questions you wish to ask/feedback you require)** |
| * Progress with interactables and the hidden intelligence system. * Suggestions for having the intelligence system without branching dialogues but still making the experience different. |

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| 1. **Agreed actions** |
| * Interactables with intelligence system with different dialogues without branching paths to show that it is possible since it is a prototype and have a minimal impact on the story. |

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| **Week** | Week 8 Meeting |

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| 1. **Agreed actions from previous meeting** |
| * Interactables with intelligence system with different dialogues without branching paths to show that it is possible since it is a prototype and have a minimal impact on the story. |

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| 1. **Outline of main progress since previous meeting** and **Agenda for current meeting (questions you wish to ask/feedback you require)** |
| * Showing week 7 presentation and feedback from that. * Progress with game mechanics and starting of AI development. |

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| 1. **Agreed actions** |
| * Project seems to be on track. * Start writing post-mortem report. |

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| **Week** | Week 11 Meeting |

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| 1. **Agreed actions from previous meeting** |
| * Project seems to be on track. * Start writing post-mortem report. |

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| 1. **Outline of main progress since previous meeting** and **Agenda for current meeting (questions you wish to ask/feedback you require)** |
| * Ai combat as friends and enemies when needed. * New environment added. |

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| 1. **Agreed actions** |
| * On track, keep going on |