

1. Group Members:

Robert James-Stroud, Vandana Sharma, Hao Wang, Su Zhang

2. Apologies for Absence:

3. Review of minutes from previous meeting:

4. Review of actions from previous meeting:

5. New matters for consideration/discussion:

6. Discussion of new actions to be carried out & individual responsibilities:

Version control (see 6)

Game engine (see 6.1)

Programming IDE (see 6.2)

Team communication (see 6.3)

What makes games difference from each other (see 6.4)

Abilities of team (see 6.5)

7. Appointment of chairperson and secretary for the next meeting:

8: Date, time and location for next formal meeting:

Item Number	Explanation
2	No absences.
3	N/A - First meeting, no previous minutes to be agreed as record.
4	N/A - First meeting.
5	N/A - First meeting.
6	Look at git in relation to unity or Unity Cloud got version control, might not be possible to use cloud due to licensing restrictions. If git is not installed on personal machines install it.
6.1	3 of the team members have recently used Unity3D all members have experience with it. Unity is good game engine it is powerful in regards to rapid prototyping; being able to play test the game anytime with C# fully implemented into it, code can also be rapidly developed and debugged.
6.2	Monodevelop is or will be discontinued, Unity natively support Visual Studio Community 2017. If personal machines do not have this IDE, download it.
6.3	What makes games different? Dimensionality, polygon based grid system (hex, square).
6.4	What makes games the same? Audio, sprites/models, AI, animation, scripting, programming, testing, textures, control, physics.
6.5	Team members have experience in graphic design and animation as well as audio and programming.
7	Chair Robert, Secretary Hao
8	24/01/19