

Meeting Minutes - Practical Session

Date: 16/02/24

Attendees:

Ben
Callum
Hannah
Kyla
Fergus
Matt

Meeting Objectives:

- Meet group.
- Discuss and read assessment documents.
- Treasure hunt task.
- Agree on meeting schedule.
- Research useful tools (libgdx, discord, drive, etc).
- Collect contact details for further communication.

Key Takeaways:

- Google Drive + Discord are set up; Discord as main channel of communication.
- Submitted treasure hunt document over Google Drive

Links and Materials:

- www.github.com
- www.stackoverflow.com/
- www.discord.com/
- www.libgdx.com/
- www.youtube.com/
- <https://tallbeard.itch.io/music-loop-bundle>
- <https://docs.oracle.com/en/java/javase/11/>
- <https://chat.openai.com/>
- <https://www.piskelapp.com/>
- <https://www.reddit.com/>
- <https://stackoverflow.com>
- <https://axulart.itch.io/small-8-direction-characters>
- <https://almostapixel.itch.io/small-burg-village-pack>

Meeting Minutes - Group Meeting

Date: 20/02/24

Attendees:

Matt
Callum
Hannah
Kyla
Fergus
Ben


Meeting Objectives:

- Designated roles.
- Practised using GitHub.
- Discussed requirements.
- Drafted and practised requirements questions.

Key Takeaways:

- Requirements questions to be added to as we investigate the brief during the week.
- Need to book a customer meeting, preferably for the following Tuesday at the same time.
- Teams as follows:
 - Planning and Documentation: Hannah, Callum, Fergus.
 - Implementation: Ben, Kyla, Matthew.

Links and Materials:

 requirements questions for the customer meeting.

Meeting Minutes - Practical Session

Date: 23/02/24

Attendees:

Matt

Callum

Hannah

Kyla

Meeting Objectives:

- Book a customer meeting.
- Define requirements.
- Begin writing documentation.
- Assess progress with code writing and discuss library options.
- Communicate design plans between documentation and implementation teams.

Key Takeaways:

- Diagram of map including Assessment 1 requirements is drafted - this needs to be refined to add to documentation.
- **Callum** working on Risk Assessment - new risks to be added as and when they become apparent during development.
- **Hannah** working on Requirements Engineering documentation.
- **Kyla** and **Matthew** working on designing and implementing graphics and basic movement mechanics for the player and map.

Links and Materials:

None.

Meeting Minutes - Customer Meeting

Date: 27/02/24

Attendees:

Callum
Hannah
Kyla
Fergus
Ben

Meeting Objectives:

- All group members to attend the customer meeting booked for Tuesday, 2pm.
- Requirements questions to be refined prior to the meeting.
- Requirements engineering document to be sufficiently completed prior to the meeting.

Key Takeaways:

- Game should take 5-6 minutes
- Intended audience is A-level students
- Majority of display/avatar arrangements is overseen by our management team
- Resizable display is needed
- Relaxing music is recommended for the game
- Game is compatible with Windows, Linux and MacOS
- Saving progress is not until assessment 2
- Aim to create 1 unit test to allow the project takeover to be easier

Meeting Minutes - Practical Session

Date: 01/03/24

Attendees:

Matt
Callum
Kyla
Fergus
Ben

Meeting Objectives:

- Correct Java and Gradle versions
- Make progress with Gantt charts
- Make progress with UML Use case diagram
- Make progress with requirement document

Key Takeaways:

- Java and Gradle are made sure to be in the correct versions
- Progress has been made in all aspects

Meeting Minutes - Group Meeting

Date: 05/03/24

Attendees:

Matt
Callum
Hannah
Kyla
Fergus
Ben

Meeting Objectives:

- Check everyone is on track to making progress for their designated assignment for the project.
- Make sure everyone agrees to chosen asset packs

Key Takeaways:

- MainSettingsScreen GUI is finished
- All asset packs found to be used in the game
- First prototype of game map finished
- Movement and animations finished

Links and Materials:

Meeting Minutes - Practical Session

Date: 08/03/24

Attendees:

Matt
Callum
Hannah
Kyla
Fergus
Ben

Meeting Objectives:

- Make a checklist of tasks to be completed.
- Assign individual members to each task.
- Review current progress and test code on all machines.
- Peer review and edit the written documents.
- Review and add to the risk assessment.

Key Takeaways:

- Everyone in group has designated roles
- Checklist has group members' names with respective deadlines

Links and Materials:

Created checklist document (private use).

Meeting Minutes - Online Meeting

Date: 10/03/24

Attendees:

Matt
Hannah
Kyla
Ben

Meeting Objectives:

- Meet over Discord to work collaboratively on the code.
- Update asset packs list.
- Review requirements.

Key Takeaways:

- Implemented energy bar and mechanics.
- Edited assets for the game.
- Added a home button to the main game screen.
- Basic counter created for all activities.

Links and Materials:

Meeting Minutes - Online Coding Session

Date: 10/03/24

Attendees:

Matt
Hannah
Kyla

Meeting Objectives:

- Meet over Discord to work collaboratively on the code.
- Review checklist to see what has been done and what needs to be done

Ben	-
Key Takeaways: <ul style="list-style-type: none"> - Camera movement mechanics are completed - Collisions are almost completed with all map layers, utilising a CollisionHandler class that we have created. - User can choose gender for game character 	
Links and Materials:	

Meeting Minutes - Group Meeting Date: 14/03/24	
Attendees: Hannah Kyla Fergus Ben	Meeting Objectives: <ul style="list-style-type: none"> - Meet to discuss and review documentation. - Collaborate on Gantt charts and other diagrams that are required. - Discuss with Fergus about PlantUML.
Key Takeaways: <ul style="list-style-type: none"> - Completed PlantUML diagrams exported to .png files. - Diagrams added to the website and labelled. - Implementation document updated. 	
Links and Materials:	

Meeting Minutes - Practical Session Date: 15/03/24	
Attendees:	Meeting Objectives:

<p>Matt Callum Hannah Kyla Fergus Ben</p>	<ul style="list-style-type: none"> - Review diagram updates. - Plan sequence diagram. - Review code progress.
<p>Key Takeaways:</p> <ul style="list-style-type: none"> - Updated Gantt charts. - Website is up to date and published. - Code needs collision with building mechanics adding. 	
<p>Links and Materials:</p> <p>https://publicmutiny.github.io/f1sh-webs1te/ - team's website published on GitHub Pages.</p>	

<p>Meeting Minutes - Online meeting</p> <p>Date: 18/03/24</p>	
<p>Attendees:</p> <p>Matt Hannah Kyla Fergus Ben</p>	<p>Meeting Objectives:</p> <ul style="list-style-type: none"> - Review overall game. - Fix GitHub Desktop merging problems. - Discuss how to make the game compatible with multiple operating systems.
<p>Key Takeaways:</p> <ul style="list-style-type: none"> - Popup menus added to game along with sounds effects and music. - Plans to game typing mini game when player goes to study in the game. 	

Meeting Minutes - Group meeting

Date: 19/03/24

Attendees:

Matt

Hannah

Kyla

Fergus

Ben

Meeting Objectives:

- Review overall game.
- Review all document, mainly architecture.
- Discuss making the executable file for the game.
- Gather all files for submission

Key Takeaways:

- Game end screen added to game.
- Architecture is complete.
- Executable created for all operating systems (Windows, Linux, MacOX)