

G52GRP

Supervisor Meeting

Monday, 10/7/2013 16:00 in Computer Science, B70



Minute taker	Ian Knight (IK)
Attendees	Dr Peter Blanchfield (DPB), Janos Bana (JB), Tosin Afolabi (TA), Eze Benzon (EB), Ali Kerr (AK)
Others (CC)	Ying Wang (YW)
About this meeting	Introductory group meeting with supervisor to establish what the project will involve.

			Owner	Due
1. Apologies	INFO	Apologies received from YW.		
2. General	INFO	DPB described the project as 'fairly on target'.		
3. Group introductions	INFO	Different members of the group introduced themselves and explained some of their own background, strengths, and weaknesses.		
3.1	INFO	There was a varying level of experience in version control and programming within the group.		
4. Version control	DECISION	Github to be used for version control. TA has set up the repository.		
4.1	TODO	Forward the link to the Github repository to the rest of the group.	TA	10/07/2013
5. Game design	INFO	EB queried how similar the game concept should be to that in Habgood (2007). DPB said that the general concept of 'killing monsters' should be okay to reproduce.		
5.1	INFO	DPB emphasised the importance of the collaborative aspect of the game. "I want to see kids talking to each other about doing maths."		
5.2	INFO	Lego Harry Potter was suggested as an excellent model of cooperative gaming.		
5.3	TODO	Post link to the Key Stage 2 numeracy curriculum on Facebook.	IK	10/07/2013
5.4	TODO	Make arrangements for meeting staff at the local school.	DPB	
5.5	IDEA	Extend the project with iOS/Android apps to support the game somehow.		
6. Project milestones	TODO	Get started on documentation before next supervisor meeting.		
6.1	INFO	The mod system should be mostly finished by January.		
6.2	INFO	Spring semester to be used for field testing and writing up.		

7. Date of next meeting

DECISION Next supervisor meeting on 17 October 2013, at 13.00 in B70.

10/17/2013

7.1

TODO Group needs to organise another weekly meeting without DPB.