

G52GRP

Supervisor Meeting

Thursday, 17.10.2013 13:00 in CS, Room B70



Minute taker	Janos Bana (JB)
Attendees	Chairman: Eze Benzon (EB), Group members: Ian Knight (IK), Ali Kerr (AK), Ying Wang (YW), Supervisor: Dr Peter Blanchfield (PDB)
Others (CC)	Tosin Afolabi (TA)
About this meeting	Our second formal meeting to plan and to clarify details about the project.

			Owner	Due
1. Apologies	INFO	TA last minute on Facebook.		
1.1	INFO	AK was late. He missed his bus on the way.		
2. Last meeting's minutes	INFO	Read and approved.		
2.1	INFO	DONE: Curriculum has been published within the group last week.	IK	
2.2	INFO	DONE: Forward the link for the GitHub repository to the rest of the group.	TA	
2.3	INFO	DONE: Group had an informal meeting on the 14/10/2013 at 4 p.m. in the CS Atrium. All members were present.		
2.4	INFO	Only EB managed to write some documentation for this meeting.	EB	
3. Roles in the group	INFO	Discussion: Is it necessary? How to choose roles?		
3.1	IDEA	DPB suggested to take the Belbin online personality test and then assign people to different roles. It would also help to find out what skills we need to improve as a team not just individuals.		
3.2	TODO	Choose roles during our next informal meeting.		
4. Version control	DECISION	TA will be responsible for transferring data and documentation transfer from GitHub to SVN.		
4.1	TODO	Everyone must do some sample pushes and pulls on GitHub or possibly on SVN to showcase their ability to do so.	ALL	24.10.2013
5. Website	DECISION	TA will be the administrator of the group site.		
5.1	INFO	The Chairman (EB) asked the group to see if everyone understood what to do for the website as it is our next assessed task to be done. The members of the group said that they were all clear on the instructions.		
6. Project milestones	INFO	Discussion: Is the use of a Gantt chart necessary? How to plan our time?		

17/10/2013

6.1	TODO	Gantt chart to be included in our report.		
6.2	INFO	By the end of Week 6 create a mod to prove that we are capable of doing so. It does not have to include mathematical calculations.		01.11.2013
6.3	INFO	By the end of Week 8 have a mod that we can show to the kids and it is playable and would contain some mathematical elements.		15.11.2013
6.4	INFO	By the end of Week 10 have a mod for testing with the kids.		29.11.2013
6.5	INFO	By the end of Week 20 have a mod with mathematical problems, but it does not have to be collaborative at that point.		07.02.2014
6.6	TODO	By the start of Easter Holidays we should be able to tell if our game could be used as a learning tool to teach Mathematics to kids aged 8-11.		14.04.2014
7. Meeting with the client	TODO	Everyone needs to fill out an Ethics Clearance/Approval Form.	ALL	21.10.2013
7.1	INFO	DPB emailed the "client" to arrange a meeting possibly on the 21/10/2013 or 20/10/2013.		
7.2	TODO	Ask the "client" questions about what to include in the game from the Curriculum, and how often and how much time will we be able to spend with the kids.		
7.3	INFO	Most probably no more than 40 minutes at once will be allowed with kids.		
8. Requirements	DECISION	Number of minimum players is 2.		
8.1	TODO	Research the optimum number of players in a game used as a learning tool.	JB	
8.2	TODO	Decide on what version of Minecraft to use.		
8.3	TODO	Everyone should write some requirements until our next informal meeting.		
9. Game Design	IDEA	Include control of visibility of items for different players in order to encourage collaboration.	EB	
9.1	INFO	Discussion: How to implement the collaboration element in the game?		
9.2	INFO	DPB says that the main principles of the game of Minecraft must be kept and we should think within its boundaries. There will be better and worse players, but none of them should be able to accomplish a mission without the help of the other(s).		
10. Date of next meeting	DECISION	Next formal meeting in DPB's office at 1 p.m. on the 24/10/2013.		24.10.2013
10.1	TODO	Team must decide time of the next informal meeting and should meet up before the next supervisor meeting.		