Meeting Minutes

March 3rd, 2014

Attendees

Ying Wang (YW), Tosin Afolabi (TA), Ali Kerr (AK), Ian Knight (IK), Janos Bana (JB), Peter Blanchfield (PB)

Scribe

Janos Bana

Apologies

- Eze Benson

Agenda

- **Old Business**
  - Discussion of demo day in school

- **New Business**
  - need of Unit testing
  - reuse of interim report
  - user manual

Old Business

- **Discussion of demo day in school:** Peter talked about his observation made on the demo day. He also advised on important points to include in the documentation. He was really satisfied with the outcome of the testing and the game itself. In his opinion the project has not failed even though the testing was not like as it had been expected. We should be able to recognise a lot of valuable information that could be gathered from the outcome of the demo day.

New Business

- **need of Unit Tests:** PB said that it is really important that we have unit tests. The external markers will want to see that the software does what it was meant to. Unit tests will prove that our code works.
- **reuse of the interim report:** PB confirmed that we are allowed to use the interim report in our final report. Parts of the interim report can be either copied or rewritten. We have to live under the assumption that the reader has not read the interim report
- **user manual:** PB suggested to have recordings of the gameplay to help the user (teacher) understand how to play the game. He said that the best would be to have a short document that contains links to videos in the description of specific tasks.
- **game design section:** PB thinks that the game design is a very, if not the most important section of the final report. He suggested to talk about the software design decisions and as an outcome of those decisions describe our level design. We should make references to relevant parts of the implementation section.

Next Meeting

Next Monday (31/03/2014) at 4 pm.

Next Meeting Agenda Items

- Progress of final report