Report from the 2st team project meeting
Team number 20 - Patronus

Meeting number:	2	Attendees:	Bc. Daniela Hajdu
Team leader:	Ing. Eduard Kuric		Bc. Lukáš Marták
Date:	September 29, 2015		Bc. Aleš Mäsiar
Time:	17:00		Bc. Lukáš Miškovský
Room:	STU FIIT 3.28		Bc. Zora Moravčíková
Agenda:	Team organization		Bc. Filip Šandor
Report written by:	Bc. Lukáš Miškovský		

Evaluation of assigned tasks

We successfully came up with the name for our team, designed a logo and created a poster. We are still actively working on our team webpage, current version was presented at the team meeting. We need to think up some interesting slogan, that would represent our team. Details and story of the game are still a work in progress.

Items discussed

We discussed a lot of problems concerning different aspects of the project, like organization of our team:

- Which tools are we going to use for communication, organization or control: TFS, Flow, GitHub, etc.
- We decided to use TFS, which we can find on school server.
- For sharing documents and other files we will use OneDrive.
- For team communication we will use Slack.
- We talked about group mail – renaming the original group would be unnecessarily complicated, we are going to make a new group mail where all the mails from the old group will be redirected.
- Communication concerning tasks will be handled right in the TFS.

Languages, game engine, etc.:

- Since game should be platform independent, we were thinking about using Unity.
- Even though we all have a lot of experience with Java we decided that C# would be probably a better choice.
- Maybe it would be a good idea to make a web game.

- There is a Java SDL library for game creation, however it was originally intended for C++.
- We should each install a plugin for Visual Studio, which monitors programming of the particular user. These informations are important for one of the research projects that are running at our faculty.

Details and limitations of the game:

- Player finds himself at a new, unknown place, he will travel through the series of different levels while receiving advice from the avatars.
- Success of the player should not be determined by his skills but entirely by the choices he makes in relation to the advice he received from avatars.
- It will be needed to test the game with people as soon as possible to see what are players basing their choices on.
- It is questionable whether or not will be player able to access advices from both avatars for one decision, however it could be included in settings for the game.
- We need to resolve how will player differentiate between avatars without it influencing his decision process. Maybe they could be mapped on the mouse buttons (left and right button) but avatars should not be shown on different parts of screen.
- Choice of the avatar (choice to listen to his advice) might be done by player addressing that avatar by his name. There would be a button that turns on a microphone. We would have to make up a neutral names for both avatars so they would not influence choices of the player or we could let player to name both avatars.

Team roles:

- Team leader - Filip Šandor
- Manager of documentation - Aleš Mäsiar
- Risk manager - Lukáš Miškovský
- Deputy team leader and Manager of quality - Lukáš Marták
- Planner and Manager of process monitoring - Zora Moravčíková
- Manager of communication and monitoring - Daniela Hajdu

At the next weeks meeting we will be presented with the details concerning the communication between voice analysis module and our part of the game.

New tasks

Even though some tasks are assigned to a particular team members, that are responsible for their completion, others can also have suggestions and contribute.
Tasks:

- Daniela Hajdu – create a template for meeting reports and rewrite reports from 1st and 2nd meeting
- Lukáš Marták – find and share appropriate materials and tutorials with the group

- Aleš Mäsiar – establish a group Slack and explore different options for communication it provides

  work out structure and CSS of our webpage
- Lukáš Miškovský – make TFS work and add tasks
- Zora Moravčíková – graphic design of our webpage
- Filip Šandor – create a document that will serve as a brainstorming place fo gameplay ideas (plot, game mechanics, etc.)

Common tasks:

- Research our assigned roles in the team
- Come up with the names for sprints
- Find out if committing messages works automatically