**Team Meeting Minutes 13**

Date: 23th June 2012

Time: 11:00 – 14:30

Venue: SIS GSR 3-2

**Attendees:**

1. Benjamin Tay Kai Long
2. Hong Weichun Wilson
3. Larry Lin Jun Jie
4. Nur Camellia Binte Zakaria

**Overseas Attendees (Thailand Summer Exchange):**

1. Toh Yong Yeow (Skype call)
2. Lim Chuwei (Skype call)

**Agenda:**

1. Review of project plan and scheduling
2. Preparation for Low/Hi Fi and Functional prototype

**Issues discussed:**

This meeting was postponed to Saturday because Wilson was sick on Thursday and Friday.

The team reviews the current progress and had made some changes. This is because right now, most us are pre-occupied with our summer commitments (Internships and CCAs); we have only 5 hours to work on FYP task every night during the weekdays. We need to adjust the schedule and allow more duration for each task. The team aim to finished 2 stages of gameplay with one level of difficulty in each stage and present it during the project acceptance presentation.

The upcoming tasks the project manager has arranged for is the Low/Hi Fi and Functional Prototype. The team aim to finished building and testing these prototypes by 30th June so that we can start our first development iteration on the 5th July.

**Tasks:**

1. Low Fi (version 2) feedback – Wilson (due on 24th june)
2. Build Hi Fi prototype – Larry (Due on 30th June)
3. Functional Prototype – Chuwei and Yong Yeow ( Due on 30th june)
4. Storyboard reviewing – Cam (Due on 24th June)
5. Game level design for stage 1 and 2- Ben ( due on 2nd june)

**For more details please refer to the project plan.**

The meeting adjourned at 14:30H and will meet again on next Thursday, 28th June 2012.

**Prepared by:**

Ben