Meeting Information

|  |  |
| --- | --- |
| **Title of Meeting:** | **QUEST FYP Meeting #6** |
| Date/Time: | 13 Dec 2010, 1530-1630 |
| Venue: | Outside SIS GSR 3.5 |
| Agenda: | * Update FYP client on our progress * Meeting with Ming who has experience in creating application for facebook |
| Minuted by: | Bau Hon Tzern |
| Reviewed by: |  |
| Vetted by: |  |

Present

| **S/No** | **Name** | **Role** | **Organisation** |
| --- | --- | --- | --- |
|  | Bau Hon Tzern |  | QUEST |
|  | Desmond Ho |  | QUEST |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Absent with apologies

| **S/No** | **Name** | **Role** | **Organisation** |
| --- | --- | --- | --- |
|  | Dai Wenjing |  | QUEST |
|  | Christina Choi |  | QUEST |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

KEY DECISIONS

NOTES OF MEETING

| **Feedback from Ming:** |
| --- |
| 1. Keep the game simple. Our game concept is too complicated and it will turn user off. 2. Too many types of point system, in terms of our raw materials. Keep it to maximum 3. 3. Limit the types of building and decoration users can build, only add on when all the simple and basic things are done. 4. In summary, make the game as simple as possible, complete it, and then add on. 5. Use PHP, javascript and Jquery to develop the game. 6. The land in the game can be divided using grids. This will help us to code easier too. For example, a tree makes use of 1 grid, and a hut uses 4 grids. 7. Search for pictures of the entities in the game (buildings, tree, and animals) so that we can roughly know how the tone of the graphic will be like for our game. 8. Coming out with the storyboard for the game will really help the client to give more feedback. For example, storyboard to show roughly how the interface will be like and what would happen if users want to build a hut. |
| **Things to Do:**   |  |  |  | | --- | --- | --- | | Task | Allocated to | Deadline | | Cut down on the game functions | Bau | 17 Dec 2010 | | Story Board | Desmond | 17 Dec 2010 | | Reschedule our schedule | Bau | 17 Dec 2010 | |