

Protocol from 08-11-11

Participants:

All group members.

Agenda:

- **Opening**
- **Internal deadlines**
- **Graphical profile**
- **Folder structures**
- **File structures**
- **Milestones**
- **End of Meeting**

Chairman: Anton Larsson

Secretary: Bo Isaksson

Conclusion:

These are the internal deadlines, for the period before Christmas, that we decided about to complete the project on time:

Internal deadlines:

Cg-Artist:

Shaders

2 Lowpoly character models

2 Houses

2 Props

1 Skinned character + some animations.

Mo-cap.

Programmers:

Shaders

Characters in game.

Collision / Path finding

A solid game structure

Network prototype

Graphical profile:

- Realistic with bright colors.
-

Folder structure:

Media folder:

- base
- house
- prop

CG-Folder:

- project
- concept
- sprites

File Structure:

Example:

base_ms_villa.mesh

base = type.

ms = Matrin Samuelsson

villa = name of your mesh

Milestone 1:

Design document done.

Project plan done.

Milestone 2:

Alpha version of the game, with all the prototypes working together.

Milestone 3:

Finished game.