Project Meeting

15 Jan 2003

- **Purpose of the Meeting**
  - Integration test & coding session (if needed)

- **Desired Outcome**
  - All project members know what needs to be fixed & done.

- **Status (15 minutes)**
  - SWORD & FRAG

- **Do (open-end)**
  - Integration tests
  - Bug fixing

Status

Status

Due Date	Max	Current	Integration Tasks
10 Jan 2003	3	2	World algorithm
10 Jan 2003	4	3	Network game (Demo with >2 iBooks)
10 Jan 2003	2	0	Items (use,pickup,drop,"hand over")
10 Jan 2003	3	1	Adventurer
14 Jan 2003	2	1	Collision detection
14 Jan 2003	3	1	Mission
14 Jan 2003	2	1	New Input Device
14 Jan 2003	2	0	Load/Save Game/Character
14 Jan 2003	1	0	Password
14 Jan 2003	2	1	GUI
	24	10	

Discuss

Release Schedule

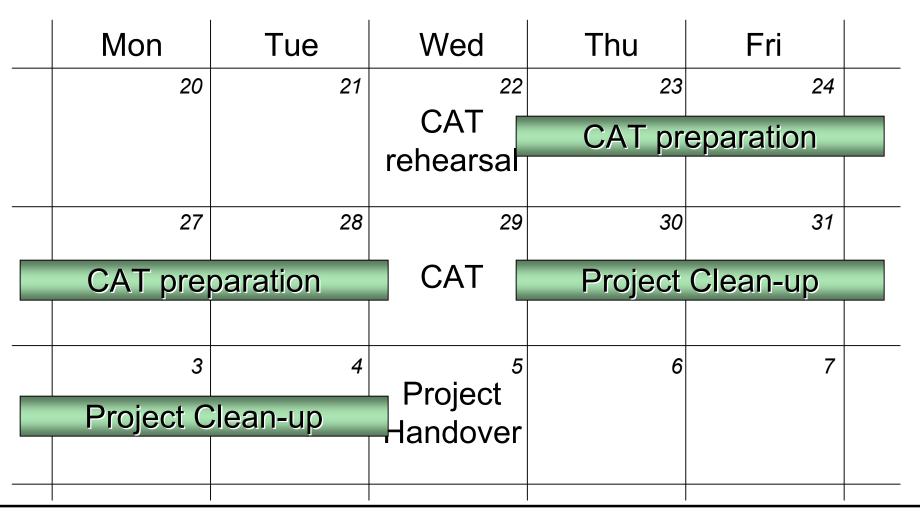| Mon	Tue	Wed	Thu	Fri
6	7	8	9	10
13	14	today Integration Test	16 Code Maintenance	17 Completion Session
20 CAT Preparation	21	22 CAT rehearsal	23	24

Completion session

- **Friday, 17 Nov, 2pm** with different teams
- **CAT-team:**
  - presenters, demonstrators & film team
  - CAT set-up
- **Development-team:**
  - developers
  - bug fixing
  - code completion

Schedule

Mon	Tue	Wed	Thu	Fri
20	21	22 CAT rehearsal	23	24
			CAT preparation	
27	28	29 CAT	30	31
CAT preparation			Project Clean-up	
3	4	5 Project Handover	6	7
Project Clean-up				

CAT (rehearsal)

- **Roles & Responsibilities**
  - 2 presenters: Banko & Michel / Thorsten & Georg
  - demonstrator: Petr / Stefan
  - minute taker: Ulrich / Chris
  - client (proxy): Coaches & Clemens / Georg (mayerjo)
  - film crew: Film Team

- **Volunteers & Backup**

Thank you!

Let this be a reminder to you that this operation will not tolerate failure.