Week 7 Meeting Minutes

Meeting Minutes for Project Battleship

Date/Location: 09-Apr-2019, Room A302

Start time- 02:45 PM

End time- 3:30 PM

Decisions

=============================

Actions

=============================

\* Change the background image of the main menu (Alex) Time due: Tuesday 11:59pm

\* Include a sound when the ship is hit hard. (Alex) Time due: Tuesday 11:59pm

REVIEW

Background music isn’t working efficiently.

Sound added when ship hit works perfectly!!!!

Week 7 Meeting Minutes

Meeting Minutes for Project Battleship

Date/Location: 10-Apr-2019, Room A302

Start time- 01:45 PM

End time- 2:30 PM

Decisions

=============================

Actions

=============================

\* When the player wins or loses the game, a display screen indicating how many turns they've spent, ships left, shots, hits, and others should be added before returning to the main menu, giving the indication to the player that the game has finished (Neil) Time due: Tuesday 11:59pm

REVIEW

Works well, and shows all data

Week 7 Meeting Minutes

Meeting Minutes for Project Battleship

Date/Location: 08-Apr-2019, Room A302

Start time- 11:45 PM

End time- 12:30 AM

Decisions

=============================

Actions

=============================

\* The font should be changed into something more visible. (Alex) Time due: Tuesday 11:59pm

\* Setup button changed into something appropriate. (Neil) Time due: Tuesday 11:59pm

REVIEW

Font could have been better.

Setup button has been changed.

Week 7 Meeting Minutes

Meeting Minutes for Project Battleship

Date/Location: 11-Apr-2019, Room A302

Start time- 01:45 PM

End time- 2:30 PM

Decisions

=============================

Actions

=============================

\* Add another difficulty mode as an extra feature (Alex) Time due: Tuesday 11:59pm

\* A back button feature should be included. (Neil) Time due: Tuesday 11:59pm

REVIEW

Added another level ultra.

Back button works perfectly.