Cozy Caves
A D&D Dungeon Generator

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Goals

- Address requirements that were discussed in the lecture
    - Player/DM view
    - Printable map
- Make a milestone and initial issue for each module
- Discuss theming and tileset
- Agree on a git branching strategy

Lecture Requirements

After some discussion, we decided that the player & DM view functionality, as well as the map being printable, are both features that we cannot begin working on yet and as such, there is no point in allocating team members. Both features require a working map, and so we will keep the features in mind so as to not actively hinder our ability to later implement them, but we will not have in-depth discussions until we are ready to work on them.

Module First Steps

Note, points that may include meeting with the client for discussion have been marked as **CD**.

Design & Art

- Draft sketches of tile art & items/props **CD**
- Research items and props that will be in the game

Website UI & Wireframing

- Wireframe prototypes **CD**
- Research JS canvas

Dungeon Generation

- Discuss and plan overall data structure and hierarchy
- Research different map generation algorithms

Room Generation

- Generate technical documentation for data structure layout, inputs and outputs
- Draw a diagram outlining the process from a room being requested, all the way to sending it over to be populated and then returning it

All 3 Item & Prop Modules

- Research common tabletop items/props

Room shape and layout

- Draw sketches & brainstorm possible room shapes

Tileset Decisions

While discussing our options in terms of what our tiles will be, we ran into a heavy point of contention: how the walls should be rendered. We decided that walls will be drawn on top of floor tiles, and that the walls themselves will not be as thick as a floor tile. Rendering will be based on position, offset, and depth. This means that in terms of room generation, the logic needs to know how to treat walls, assigning the correct offset and depth so that it can be rendered correctly.

Preliminary Tiles
- Floor
- Wall
- Corner Wall
- Floor-Wall Blend
- Floor-Wall Corner Blend

Unfiltered Notes
- We have decided to use GitHub instead of GitLab for source control
- In terms of questions for the client, we may choose to compile a list and present it as a team but an individual can also choose to contact the client individually
- As written in CONTRIBUTING.md, we should properly reviewing each other's code, leaving a comment
- Add steps to change local git config to documentation
- No object mutation allowed, add to CONTRIBUTING.md
- Issues are for adding to the repository, issues should turn into a branch. Even documentation or research related issues should add files to the repo

Meeting Takeaway
- Create milestones and an "initial steps" issue for each module, each individual should work on at least one of their assigned issues.
- After the planning stage, Wednesday meetings will be for reviewing the previous week's work and planning work for the coming week.
- From now on, document everything!