# Minutes for CSC2058

# Group 1 Date of this minute ­­­­­20/10/2024 Location (Room No. and/or Teams): GF, Room 5 (McClay)

The following team members were present (in the same meeting room or on Teams) when these minutes were discussed:

|  |  |  |
| --- | --- | --- |
| Name (printed/typed) | In room (R); On teams (T). | Signature (agreed bitmap or initials) |
| Aleeya Emelna binti Mohd Khairul Isma | GF, Room 5(McClay) | A.I. |
| Sebastian Valdes | GF, Room 5(McClay) | S.V. |
| Ignacio Carbonell | GF, Room 5(McClay) | I.C. |
| Abdelmoneim Elserafy | GF, Room 5(McClay) | A.E. |
| Ahmed Wisam | GF, Room 5(McClay) | A.W. |
| Htoo Myat Naing | GF, Room 5(McClay) | H.M. |

Task Reporting (Briefly list what each team member did in the last week/since the last meeting if < 1 week.\*

Name (1): Ahmed

* Suggested a simpler mechanism where spending money increases inventory
* Questioned the objective tasks for the game
* Proposed changing the name from "picker" to something else
* Emphasized the need to balance complexity and simplification to stand out in competition
* Suggested simplifying the selling process and setting prices for bricks
* Proposed sticking to core features and focusing on connections for passive income
* Suggested automating processes to reduce costs and layoffs
* Asked about the sequence of tasks for the business owner and machine operator
* Emphasized the need for the game to be enjoyable and not too repetitive
* Proposed a simplified process involving plastic sorting, shredding, and melting
* Suggested a customer character with their own tasks, such as getting a contracted job and fixing their house
* Emphasized the need for a simple demo to present to Ian, focusing on basic features
* Shared personal experience with UML, noting its complexity and the need for careful planning
* Clarified that each character has a main task but can help in other areas, losing their turn if they do
* Discussed the business owner's role, suggesting they could help with tasks but with limitations
* Proposed a simple menu screen with character selection, allowing players to confirm their choices before starting the game

Name (2): Aleeya

* Discussed the movement mechanics, mentioning left, up, right, and down movements
* Agreed that creating the game step by step would be easier, especially for the semester's project
* Suggested a streamlined process for player selection and game start
* Mentioned the use of UML for diagramming, ensuring all components are accounted for

Name (3): Ignacio

* Discussed the complexity of allowing players to manage other aspects
* Proposed a system where stores can expand inventory in exchange for money
* Expressed concern about complicating the project with NPCs
* Discussed the role of business operators in selling bricks and managing resources
* Suggested keeping machines running and informing the business owner about needed upgrades
* Proposed making the business owner responsible for upgrading the factory
* Suggested a storyline for the machine operator tasks
* Suggested specific tasks for characters landing on certain areas, such as a picker in a machine operator's area

Name (4): Sebastian

* Raised a concern regarding character tasks, specifically questioning whether each character is assigned a distinct role within the system.
* Inquired if character roles are clearly defined to avoid confusion or overlap in tasks.
* Discussed various use cases for the menu interface, focusing on its overall functionality and user experience.
* Emphasized the importance of ensuring that the menu is easy to navigate and intuitive for users of all skill levels.
* Suggested simplifying the menu layout to enhance usability and reduce potential user frustration.

Name (5): Htoo Myat Naing

* Suggested making squares and locking certain items for specific roles
* Shared a vision of different places and a grid outside connection for more customers
* Proposed using stacks and efficiency sets instead of NPCs
* Discussed the importance of time in the game and customer dynamics
* Described the layout of the game area, including a factory and a market
* Proposed a natural algorithm for customer interactions
* Discussed the process of sorting, shredding, melting, molding, cooling, and shaping
* Proposed a board game-like approach with dice determining movements
* Questioned the use of dice for movement inside the factory, suggesting alternative uses for the dice
* Preferred to stick with simpler mechanics for now and complicate them later as needed
* Doubted the necessity of a customer character, as they wouldn't contribute much compared to other characters

Name (6): Serafy

* Added the responsibility of maintenance to the machine operator role
* Mentioned the possibility of certain plastics not being recyclable
* Suggested using a bottle as an example, emphasizing the importance of not wasting resources
* Introduced the idea of a customer contributing to the factory, earning points or money in return
* Insisted on the customer's choice and potential consequences, suggesting a more self-centered approach

\*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list what each team member will do this week/until the next meeting if < 1week.)

Name (1): Ahmed

* Ask questions to Dr Ian.

Name (2): Aleeya

* Ask questions to Dr Ian

Name (3): Ignacio

* Ask questions to Dr Ian.

Name (4): Sebastian

* Ask questions to Dr Ian.

Name (5): Htoo Myat Naing

* Ask questions to Dr Ian.

Name (6): Serafy

* Ask questions to Dr Ian.

Obstacles (List briefly anything that may be blocking your progress and the possible solutions you need to investigate. Indicate ‘O.K.’ if there are no obstacles you are aware of.)

Name (1): Ahmed

* O.K.

Name (2): Aleeya

* O.K.

Name (3): Ignacio

* O.K.

Name (4): Sebastian

* O.K.

Name (5): Htoo Myat Naing

* O.K.

Name (6): Serafy

* O.K.

Date of next minutes meeting: 22/10/2024

Location of next minutes meeting: (Room No. and/or Teams): McClay Library