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GROUP
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SUBSTITUTION FOR MEETING LOG

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Since our group has used the method of sitting together in a group discussing and working continuously and seamlessly (unclear border between meeting and non-meeting) we have not had a lot of defined meetings. While we tried to have structured meetings at the start of the project we soon realized that this wasn't really rewarding since we had already discussed everything to be discussed previously. Instead, when a problem arose, it was dealt with directly.

We have discussed this matter with our supervisor, Christer Carlsson, and have decided that we instead should write this as a substitution for the meeting logs.

Here's a summary of our work:

The first two weeks most of our effort was put into defining the kind of game application we wanted in the final product. Discussions were mainly focused on what kind of features would be our main priorities and which would not. We had previously decided that our game should be based on an entity model (see SDD) and therefore begun the work of implementing a working framework.

As the work continued, and the weeks went by, we begun to realize that it was a better priority to improve the framework than to merely generate content to the game. So instead of creating levels and enemies, we focused on creating a better game engine.

This wasn't really a conscious decision though, instead we simply found it more interesting and therefore made it a higher priority during our continuous discussion. A big part of this was getting the network (for multiplayer functionality) to work in the application. It took a lot of time and affected most parts of our already considerably large code base. However, we managed to achieve all our specified goals for the complete application, even though the game had less content than originally anticipated.

Conclusively, even though the game might lack some content, we have now built a pretty good and highly extendable generic 2.5D multiplayer game engine.