**Dokumentasi Project Meeting Algorithmine**

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| **Project Name :** | Algorithmine |
| **Project Owner :** | 1 Fabian Vieri 2. Farico Novenio  3. Shintia Tamara |
| **Developer :** | 1. Dennis Setiawan  2. Christopher Hans Bakti  3. Yonathan Trinico |
| **Gameplay :** | Puzzle - Algorithm |
| **Target User :** | Remaja ( > 10 th) |
| **Tujuan :** | Entertainment & Education |
| **Starting Date :** | 5 Juli 2018 |

**INTRODUCTION MEETING DOCUMENTATION**

**Meeting 1 :**

Tanggal :5 Juli 2018 Notulen :Yonathan Trinico

Topic :Project Introduction

**Kesimpulan Diskusi** :

* Player akan bermain sebagai penambang yang harus mengumpulkan berbagai macam bahan tambang di dalam sebuah gua tambang. (Tidak dispesifikasikan apa saja barang tambangnya , maka diserahkan kepada developer).
* Perspektif yang digunakan adalah third person dari atas map .
* Game ini terbagi menjadi tiga level, untuk menyelesaikan setiap level, user harus menggerakan karakter penambang menggunakan command waiting list untuk memperoleh semua bahan tambang yang diminta dalam level tersebut dan mencapai garis finish.
* List Command yang akan disediakan:

1. Move Down
2. Move Right
3. Move Left
4. Move Up
5. Mine

* Untuk menggerakan karakter penambang, menggunakan algoritma yang harus disusun oleh user. Algoritma ini menentukan gerakan si penambang agar dapat menyelesaikan semua task yang ada dalam sekali jalan. Bila algoritma yang digunakan tidak tepat, penambang tidak akan memenuhi semua task, dan user harus mengulang penyusunan algoritmanya.
* Mapnya berbentuk dua dimensi dan ruang gerak berbasis tiles

**Software Development Life Cycle Report**

**Model** **: Spiral Model**

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| **MEETING - 1** | |
| **Topic :** | **Project Introduction** |
| **Date :** | **July 5 , 2018** |
| **Objective :** | * Create concept design for possible application by Construct 2. |
| **Planning :** | * Create Logo design – 2 days * Create character design – 3 days * Create stage design – 5 days * Research for possible application with Construct 2 and available resources & capability. – 5 days |
| **Risk Analysis:** | * Map request by owner might be too big and explorative for designated gameplay with algorithm.  Alternative : Map exploration need to be constrained and limited to small map. |
| * Feature of iteration might be hard to implemented.   Alternative : Iteration feature is omitted. |
| **Owner Feedback :** | **-** |

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| **MEETING - 2** | |
| **Topic :** | **Concept & Main Menu Progress** |
| **Date :** | **July 10 , 2018** |
| **Objective :** | * Evaluation of ongoing concept & main menu progress. |
| **Planning :** | * Proceed to level choose menu – 2 days * Finish Stage Design – 5 days |
| **Risk Analysis:** | * Complete stage designs required more time because of the complexity   Alternative : Only the concept design might be finished for next meeting without the actual path that will be implemented in the game. |
| **Owner Feedback :** | * Logo design approved. * Character design approved. * Stage design , not yet finished. Required more time than anticipated because the path and all possible algorithm must be considered too. |

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| **MEETING – 3** | |
| **Topic :** | **SRS Evaluation, Stage Concept** |
| **Date :** | **July 11 , 2018** |
| **Objective :** | * Evaluation of SRS by owner * Stage Layout & progress report |
| **Planning :** | * Level choose menu finalisation – 1 day * Complete stage layout – 2 days * Revise SRS – 1 day |
| **Risk Analysis :** | * Complete stage layout with user guide might be hard to be implemented  Alternative:  User guide with static numbering on tiles. |
| **Owner Feedback :** | * Start Algorithm button placement in stage layout. * Add more artwork in level layout background. * Fit command list container in stage layout with the available commands. * Algorithm container request with user tile guide. |

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| **MEETING – 4** | |
| **Topic :** | **Project Cost & SRS revision** |
| **Date :** | **July 12 , 2018** |
| **Objective :** | * Agreeing on Cost & Fee for project * SRS Revision |
| **Planning :** | * Revise SRS – 1 day |
| **Risk Analysis :** | * There might be some error on class / sequence diagram such as on multiplicity problems because of limited time in Self Learning Session.   Alternative : SRS will be revised again next time |
|  | * Sequence diagram implementation might be a little different on Construct 2  Alternative: Revision for sequence diagram next time |
| **Owner Feedback :** | * Class diagram need to be revised * Add Sequence Diagram into SRS * Fee & cost for project agreed on **Rp 52.000.000,-** |

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| **MEETING – 5** | |
| **Topic :** | **Update Progress & SRS revision** |
| **Date :** | **July 18 , 2018** |
| **Objective :** | * Report of application progress * SRS completion |
| **Planning :** | * SRS revision (employment diagram) -1 day * Implement code on application -5 days |
| **Risk Analysis :** | * In App purchase might be hard to be implemented because of developer ability constraint.   Alternative: In App purchase implementation in user interface area only. |
| **Owner Feedback :** | * Owner asks for additional feature : in App purchase. |

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| **MEETING – 6** | |
| **Topic :** | **Game Mechanism Update** |
| **Date :** | **July 24 , 2018** |
| **Objective :** | * Asking for owner approval for drag & drop for arranging commands mechanism. |
| **Planning :** | * Continue game main function (Re-Arranging & Run mechanism) – 7 days |
| **Risk Analysis :** | * Might need more time to develop game’s main functionality   Alternative:  Prolong the deadline for main functionality. |
| **Owner Feedback :** | * Drag & drop mechanism approved |

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| **MEETING – 7** | |
| **Topic :** | **In Game Progress Report** |
| **Date :** | **July 25 , 2018** |
| **Objective :** | * Reporting current progress of development |
| **Planning :** | * Continue game main function (Re-Arranging & Run mechanism) – 6 days * Project fee & cost detailed specification document – 1 day * Developing character move animation – 3 days * Developing stage map – 5 days |
| **Risk Analysis :** | * Game main function might need refactoring to make further coding more efficient.  Alternative: Prolong the deadline for main functionality. |
| **Owner Feedback :** | * In app purchase canceled, because change of BMC. * Character move animation approved. * Project fee & cost specification. * BGM approved |

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| **MEETING – 8** | |
| **Topic :** | **In Game Progress Report** |
| **Date :** | **August 07 , 2018** |
| **Objective :** | * Reporting current progress of development |
| **Planning :** | * Continue game main function (Re-Arranging & Run mechanism) – 7 days * Developing stage map animation – 7 days |
| **Risk Analysis :** | * Game main function might need refactoring to make further coding more efficient.  Alternative: Prolong the deadline for main functionality. |
| **Owner Feedback :** | * Stage map animation approved. * Stage map design approved. |

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| **MEETING – 9** | |
| **Topic :** | **In Game Progress Report** |
| **Date :** | **August 08 , 2018** |
| **Objective :** | * Validate and detailing arrange algorithm mechanism |
| **Planning :** | * Continue game main function (Re-Arranging & Run mechanism) – 6 days   Developing stage map animation – 6 days |
| **Risk Analysis :** | * The swap function might be hard to develop  Alternative: Omit swap function , use replace instead for both case of arranging moves. |
| **Owner Feedback :** | * Agreed mechanism : replace move if the new move is from move list and swap move if the move are not new move |