

BioRube Bot

Meeting Minutes

Present: Christine Byrd, Alyson Mosely

Meeting #: Week 1 - 1/22/22

1. Discussion

- We looked at refactoring the roaming function using ATP's pathfinding because it is more of a general function for moving around.
 - Best roaming and seeking behavior based on the way it turns and avoids the cell wall. It is also the more expensive behavior at runtime.
 - It would be better to move the ATP Movement Class over to the roam class instead.
- Christine played around with KinaseCmdCtrl.cs script to see if she could fix Level 2 bugs.
 - Kinase is weird. The script in it regulates the Kinase and the white cotton candy thing. It should probably be broken down into at least two scripts, and when it breaks apart and instantanciates the new object to be it's second piece, each should have a new script that tells it what each part's new job is. Especially since it is going to become a separate thing we should be able to spawn.
 - Looked at `if((delay += Time.deltaTime) >= 5.0f){..}` in KinaseCmdCtrl.cs
 - Every time it's checking if delay is greater than 5, it's increasing delay by deltaTime. This must get to be a huge number by the time the game stops, even if it's adding .0001 every time
 - DeltaTime is how long it's been since the last frame. Not sure why exactly Kinase can't move for the first five seconds. Possibly for some unknown bug
 - Determined this function was for a runtime thing. The next thing it attempts to calculate is the midpoint using `Active_G_Protien`, which was null before the two separated. Since it's possible it could arrive at that calculation quicker than it could set the `Active_G_Protein` to the new object, the previous programmers built the delay.
 - Further iterates that it should be an entirely new script on two new objects.
- Discovered in line 206 in `T_RegCmdCtrl.cs` is why the ATP kept freezing in Level 2.

- Decided Kinase needs to be able to handle any T_Regs because it made itself a child of the transcription regulator.
- Updated the distance to connect from 6 to 2.
- Line 224 in GTP_CmdCtrl.cs will stop the one stuck GTP from blocking others, first one wins and all of the others cancel.
- Incremented line 189 timer in GTP_CmdCtrl.cs and reset lockdown if timer is high.
- Christine also found that if there are multiple Trinumeric G Proteins, then they either overlap or bump into each other all trying to go to the same G Protein coupled receptors.
- If we have an object that can react to ATP and with another object, will the tag system break?
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2. Roundtable

We got a good grip on what updates and changes needed to be made. Plans for upcoming week is to create a To Do list or IssueTracker to keep up with the bugs found and bugs fixed. Also begin working on Sprint 1 Presentation.

BioRube Bot

Meeting Minutes

Present: Christine Byrd, Alyson Mosely
Meeting #: Week 3 – 1/31/22

1. Discussion

- Discussed scheduling our update presentation with Dr. Cline. We decided on Friday at 6 pm. Also reviewed Sprint 1 Presentation slides. Christine updated the menu's in all levels to reflect the name changes Dr. Cline wanted (changed: Mitogen, Trimeric, ProteinRegulator, and Inhibited Kinase)

2. Roundtable

Confirmed update presentation date and time with client. Next week will focus on studying for our Exit Exam.

BioRube Bot

Meeting Minutes

Present: Christine Byrd, Alyson Mosely
Meeting #: Week 3 - 2/5/22

1. Discussion

- Corrected the Statement of Work from Professor Maxwell's markup and reviewed it. Quickly went over the presentation before meeting with Dr. Cline.

2. Roundtable

Confirmed update presentation date and time with client. Next week will focus on studying for our Exit Exam.

BioRube Bot

Meeting Minutes

Present: Christine Byrd, Alyson Mosely
Meeting #: Week 5 – 2/23/22

1. Discussion

- Alyson was having issues with Unity crashing when launched, Christine assisted and found the issue. Christine also pushed her updated with Roamer to GitHub and Alyson approved the Pull Request.
- Christine began studying inventory systems for the next step which is to expand and refactor the menu.
- Christine also looked at Shaders and created a shader background for the game to have some visual change for Dr. Cline since all of the updates have been in the backend of the code.

2. Roundtable

Confirmed update presentation date and time with client. Next week will focus on studying for our Exit Exam.

BioRube Bot

Meeting Minutes

Present: Christine Byrd, Alyson Mosely
Meeting #: Week 5 – 2/24/22

1. Discussion

- Discussed layering of images in the game along with the layering issue of the Rules and Congratulations boxes. Currently, if you move the boxes in front of things, the buttons become unclickable
- We may need to look at possibly adding an overlay camera.
- Alyson looked at the formatting list of layers to see what “ignore raycast” means since some objects use that for layering. Also has an “everything” layer.
- Christine found out why the GDP molecules were passing through the cell walls. If the circle collider was a trigger, it causes that. But when you turn it off, they bump into things.
- Christine also made Roamer physics based and made private IEnumerator OnTriggerEnter2D (Collider2D other) useable

2. Roundtable

Next week Alyson will begin working on breaking Kinase into three scripts. Christine will work on loading the iPads with the current version for Dr. Cline.

BioRube Bot

Meeting Minutes

Present: Christine Byrd, Alyson Mosely
Meeting #: Week 6 – 3/5/22

1. Discussion

- We met to go over how to create prefabs for Kinase for Alyson. After looking at Kinase, Christine decided she had already fixed it and Kinase (tentatively) does not need to be broken into different scripts.

2. Roundtable

Next week Alyson will look at the viability to add a function to static library to handle the co-routines to blow-up molecules.

BioRube Bot

Meeting Minutes

Present: Christine Byrd, Alyson Mosely
Meeting #: Week 8 – 3/2122

1. Discussion

- We met to discuss moving the Explode function into the BioRube Bot Library. Alyson discovered that it could not be in the static library because it was an IEnumerable type, and this type can't be changed since it calls "yield return new WaitForSeconds(3f)". This line requires IEnumerable.
- It was then decided that Alyson would create a new library called Func Library to hold the Explode functions.

2. Roundtable

Next week Alyson will create the library and add the Explode function and look at creating another Explode variety that deals with the children of objects.

BioRube Bot

Meeting Minutes

Present: Christine Byrd, Alyson Mosely
Meeting #: Week 15 – 4/22/22

1. Discussion

- We met to discuss any changes needed for the final presentation. Also compiled the latest changes to the game on a thumb drive to present to Dr. Cline.

2. Roundtable

There were no decisions made for next week since this is the final week.