

Meeting Notes

Team Meeting 9.25

WHEN: Wednesday September 25 @ 12:30

PURPOSE: GTA Meeting

ATTENDANCE: (GTA and every team member) Pierce Lane, Chase Horner, Holden Vail, Michael Stang, Katharine (Katie) Swann, and TianXiao

NOTES:

During the meeting we discussed what each member worked on as described in the previous meeting notes. We then rediscussed the additions we made and demoed to our GTA.

FUTURE:

Part 2 is due this Sunday, September 29th.

Meeting Notes

Team Meeting 9.18

WHEN: Wednesday September 18 @ 12:30

PURPOSE: GTA Meeting

ATTENDANCE: (GTA and every team member) Pierce Lane, Chase Horner, Holden Vail, Michael Stang, Katharine (Katie) Swann, and TianXiao

NOTES: Beginning Part 2

We split the prospective work

Completing Part 1

- Game over not displayed

AI

- Chase and Michael

Additions

- Power ups
 - Majority vote so we decided to work with this custom addition
 - Pierce and Katie will implement
- Random ship placement for user (so u don't have to place them)
 - Give them the option to place their own
 - Holdren will implement

Katie also went and created the documentation necessary for part 2. The team then went over the estimated person hours document and completed that.

FUTURE:

By next Wednesday's meeting we are hoping to have the AI and Custom Additions implemented into the project. From there we will expand upon the non-technical aspects of Part 2.

Meeting Notes

Team Meeting 9.11

WHEN: Wednesday September 11 @ 12:30

PURPOSE: GTA Meeting

ATTENDANCE: (GTA and every team member) TianXiao, Pierce Lane, Chase Horner, Holden Vail, Michael Stang, and Katharine (Katie) Swann

NOTES:

During this meeting with our GTA we introduced ourselves and were told we would eventually receive individualized codes to access the lab room. Next we walked through the peer review and demoed our project.

FUTURE:

Project is due September 15th, this Sunday. Documentation and a few minor tweaks about how the program is displaying need to be completed.

Meeting Notes

Team Meeting 9.04

WHEN: Wednesday September 04 @ 12:30

PURPOSE: Second Meeting

ATTENDANCE: (every team member) Pierce Lane, Chase Horner, Holden Vail, Michael Stang, and Katharine (Katie) Swann

NOTES:

During this meeting we reviewed one-by-one what each member had done over the past few days. After reviewing we discussed future plans and broke down roles, including splitting the rest of the remaining UI between the UI team and the Gamestate team.

FUTURE:

We plan to have the entirety of Project 1 ready to turn in after our GTA meeting on September 11th. If there are things that need to be updated we will then have a few days to add and improve prior to the hard deadline.

Meeting Notes

Team Meeting 9.02

WHEN: Monday September 02 @ 17:00

PURPOSE: First Meeting

ATTENDANCE: (every team member) Pierce Lane, Chase Horner, Holden Vail, Michael Stang, and Katharine (Katie) Swann

NOTES:

During the first meeting we began by designating our roles as seen below, choosing a language and platform which we ended up with Python using snake case and Linux. We also as a team went through the google sheet to decide upon a time to meet with our GTA that was assigned. Our meeting time will be Wednesday at 12:30-12:45. Pierce created and shared the Github. Based on our project design we split up into two main groups one for user interface consisting of Pierce, Holden and Katharine and another group for Battleship consisting of Chase and Michael.

PROJECT DESIGN

1. UI
 - a. ui.py
 - b. lib
 - c. resources
2. Gamestate.py
 - a. files related to running the game
3. Documents
 - a. hour-person google sheet
 - b. Meeting notes
 - c. Documentation (separate from comments)
4. main.py

ROLES:

Project Lead _ Pierce Lane

Programmers _ Holden Vail, Michael Stang, Chase Horner

Programmer 4/Organizer _ Katharine Swann

FUTURE:

We will be meeting as a team without our GTA in two days on September 4th and plan to have the entirety of Project 1 ready to turn in after our GTA meeting on September 11th. If there are things that need to be updated we will then have a few days to add and improve prior to the hard deadline.