Task 1 – Establish meeting times

Decided that Tuesday between 13:00 and 14:00 is the date we will hold formal meetings

Task 2 – Decide on roles for said meeting and future responsibilities

I am the secretary for this meeting and Chris M. is the chairperson

Task 3 – Further analyze Battlezone, break it down into its component pieces

Consists of:

-SYSTEM

Vertex memory (Vertices): Used in basic 3D rendering, very non-intensive on the system.

System logic loop

Enemy AI

Bullet trajectory/Behaviour

High scores

Radar

-OBJECTS

Tanks: Divided into regular and super. Includes UFO to some extend

Missiles: Guided and unguided

Rocks: Various types

-CONTROLS

Kinect: Mandatory to the implementation of the project

Keyboard: Needed for debugging or regular play

360 gamepad: Totally optional, not in any way necessary

-DESIGN

Background

Title screen

UI

Death screen

High scores/scores

Warning/notification text

Ways in which the world map can be rendered

Map can be seen as a box/rectangle

You can be seen as an arrow within this space. Unsure of specifically how movement is done.

Objects will be pre-made but will only come into existence when coming inside your view radius, this includes tanks and bullets

Reaching the edge of the map will result in being put at the bottom of the map with a left or right offset of a few meters

FOV is assumed to be roughly 80 but may not matter.

Rendered for the game is split into two areas

Lower half is the “game” where all objects are rendered on screen while the UI fills the entire part

Top can be seen as the detail part, moon, volcano etc.

Chris J. recommends using a circle as the method of rendering the background

Controls:

Controls: [FORWARD+BACK][FORWARD+REVERSE][FIRE]

Keyboard: Need to make sure player can only use three inputs at a time. Some inputs are mutually exclusive such as left and right / forward and back. It’s possible to fire while moving

Kinect: Not completely sure of how this works yet. Can be used in two forms, sensor based or voice based. The assumption is that different people will want to use different control schemes. Important to note that it has depth perception. Possible to take advantage of this, Konrad has a good idea