UNIVERSITY OF THE
WITWATERSRAND,
JOHANNESBURG

Software Design Project	: Snake Game Viewer
Meeting Tittle	: Client Meeting
Group Name	: Runtime Terror
Venue	: Google Meet
Time	: 11h30
Date	: 30 March 2021

1 Attendees

- Mr. Steve James (*Client*)
- Christopher Walley

2 Discussions/Engagements

Steve tried to establish whether are we taking the course Software Design (SD) only or Software Design & Projects, of which Chris responded that we are taking the course SD only.

This is how the meeting lightly started. Steve would have loved to demonstrate most of the background functionalities, however, he was experiencing power failure at the time of the meeting.

2.1 A Little Bit of Background on the Project

"There are a number of servers that run in the background, and there is a front-end system, at the time it was written it was called *GWT*. It was a way to write code that was essentially Java and Google had a framework that would compile this to JavaScript and it could be ran on the browser. There were a few different API calls that we made. For example, get all the states for a particular game, they would make that HTTP call, it would get results and display them on the

screen, almost like a video game" Steve says.

2.2 Things Expected From the Project

1. Having the front-end system redone in something modern like *react* or one of the newer JavaScript Frameworks because GWT is no longer supported.
2. There is often a time mismatch between the games running on the server and what the user is viewing. The viewer eventually catches up with the game and is potentially faster than the actual game playing. What Steve would like to see is some similar feature like in YouTube where you can draw the bar back; a rewind feature, pause and play.
3. Ultimately a more refined look or appeal would be cool from the viewers point of view, for things to look a lot more crisp and fancy.
4. At the moment it is hard to find where your snake is playing, you would have to traverse through the games to eventually find your snake where it is playing.
5. It would be helpful if things were to be modularized in such a way that the code could be easily edited at only that part in particular such that not the entire structure of code has to come down in order to alter one part of the code.
6. There is a 10 seconds delay after each and every game before the next one begins, essentially over time, the viewer gains all this time waiting for the next game, thus this means they are ahead of the game and end up crashing/freezing the viewer. It would be nice if something like a leaderboard would be displayed during this waiting period to avoid the viewer just waiting for the next game.
7. It would be useful for the team to have a fake server where you can run the games and return the results.
8. For the sake of minimizing the data consumed during watching the game and for the sake of storage in the server, it would be better to allow a viewer to have access to only the previously watched game and not necessarily all the previous games that have played. In addition, if a viewer happens to refresh the browser, then only the current game would be available and all games watched previously would be lost.
9. A stretch goal would be to add a recording functionality and be able to save and watch later.
10. Consider different game layouts, previously we had like he actual game viewer, the table of rankings and then a combo/drop down box to change the games.If we can come up with better functional ways to display the game, that would be great.

11. It would also be nice to enable the viewer to be able to view the game on both a computer and a mobile device because it is a website.

3 Conclusion

The purpose of the meeting was to establish what was expected for the team to deliver to the client and get some in-depth information about the project in general on what we are expected to build. Now that has been achieved, the meeting was thus concluded.