

Meeting 1 - Minutes

Stand-ups:

Andrew

- *Cabinet:*
 - Three options for cabinet
 - 3D printing - £1,000 (*University would cover it*)
 - ~ 100 hours, lots of components and time
 - Also have option to print smaller parts
 - Buy a cabinet - £150
 - Does include joystick, and buttons
 - Small
 - Does not include Raspberry PI
 - Make our own
 - Could be made of wood or plastic(PVC)

Conor

- *Hardware*
 - Using joystick and buttons
 - Should be able to get ~£20
 - Unsure on screen size
 - Need to ask about Power supply
 - Lots of tutorials available for actual building of arcade
- *User stories:*
 - Agree on function and non-function requirements
 - Updated file with new story

Ibrahim

- *Software:*
 - Any language we want
 - However, if we're doing the web app, python is not an option
 - Javascript is more viable
 - WebJL
 - It's possible to write code in python, using unity to run on website
 - However, it make be lacking in some features. Not as full
 - Gitlab shows code they used and conversation
 - Decided makes the most sense to use Python

Vishrut

- *Neural Network*
 - Believe it should be possible on Raspberry PI, if similar complexity to last years games

Game ideas:

- **Stop the Fire game** (*Vishrut and Andrew*)
 - Two options
 - AI causes fire
 - Train AI to spread fires, relative to winds
 - User tries to put out fires, as a plane
 - Picks up water points

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- Difficulty decides how much water etc
- Fires spread randomly at first
 - AI recognises fire
 - Figures out where to spread, based wet patches
 - Dumbed down by delay for difficulty levels
- User causes fire and AI puts them out
 - Difficulty decides time between watering, response time neural network
- Implement both options
- Both involve training AI to recognise to fire
- **(See brief uploaded by Conor for other ideas)**

Other points of discussion:

- Decided everyone should be assigned as 'heads' for different parts of project, but everyone will still collaborate on every section
- Explained how branching/merging should work (*see CONTRIBUTING.md*)
- Will be using Gitlab's inhouse issues, boards etc. No need to use Trello or similar
- Decided <http://arcade.academy/> has potential as our game development library
- Stand-ups:
 - Will use Slack for a stand-up on Monday and Friday
 - Stand-up on Wednesday during PSD labs

Tasks for next meeting:

- Andrew will ask 3D printing guy in Engineering department
- Conor will check Engineering stores for potential components
- Conor will send further descriptions for branching commands
- Andrew will email Murray
 - Sending game briefs
 - Decide for time with Skype meeting
 - Discuss what times suit for bi-weekly inperson-meetings
- Conor will work on more refined wireframes for arcade games
- Everyone will look into Neural Networks in Python
- Ibrahim will look into automated testing/continuous integration
- Vishrut will check if arcade.academy/PyGame is compatible for neural network
- Vishrut will email Tim and inquire about openstack
- We are meeting with Viktor at poster session at 3pm today