Meeting Notes for January 19, 2021

1. It has been decided that we should develop the Preliminary Schedule and Project Plan beforehand, so we only need to modify it tomorrow night after asking questions.
2. We are talking about adopting the “James Martin” Rapid Application Development (RAD) approach.
3. We should include the following information for the project plan:
   1. Introduction to the Project Idea
   2. Group Member List
   3. Describe the SLM.
   4. Describe milestones.
   5. Explain initial selection of tools and resources.
      1. Unity Game Engine and C#
      2. Preconstructed assets from the Internet
      3. Selected for quick development of the UI and game piece behavior.
4. Create new milestones:
   1. Milestone 1: Initial Requirements
      1. Timeline: One week
         1. January 18th, January 24th
   2. Milestone 2: Combined Analysis and Design Phase
      1. Timeline: One week
         1. January 25h, January 31st
      2. Write a list of UI object “classes.”
      3. Assign a list of attributes and behaviors to each class.
         1. Example: Board made of square objects, each of which has:
            1. Score multiplier
      4. Describe the flow of a turn.
   3. Milestone 3: Monopoly and Scrabble Foundations
      1. Timeline: Two weeks
         1. February 1st, February 14th
      2. Main menu with selection
      3. Escape menu.
      4. Score card and player names, no scoring at this point
      5. Board, dice, game pieces that move, and tiles that can be placed.
      6. Local multiplayer
      7. Pass functionality.
   4. Milestone 4: Scrabble Completion
      1. Timeline: 3 Weeks
         1. February 15th, March 7th
      2. Scoring, including tile scores and complete list of words generated
      3. Automatic word validation
      4. Special scoring squares
      5. Tile location validation
         1. Center tile and connections
      6. Game conclusion
      7. Online multiplayer
   5. Milestone 5: Monopoly Completion
      1. Timeline: 5 Weeks
         1. March 7th, April 11th
      2. Money, deeds, cards, improvements, sets, and special squares.
      3. Get out of jail free.
      4. Purchasing mechanic for deeds and improvements
      5. Passing Go
      6. Jail
      7. Bankruptcy and Game Conclusion
      8. Mortgage and Unmortgage, special rental rules, special improvement rules
      9. Mandatory selling/mortgage to pay fees.
      10. Selling improvements and deeds
      11. Online multiplayer
   6. Milestone 6: Final Testing
      1. Timeline: 1 Week
         1. April 12th, April 19th
      2. Supplementary to testing conducted throughout implementation.
5. Questions we should ask the professor tomorrow:
   1. Define completion, particularly in terms of Monopoly.
   2. Are there any language or artifact requirements?
6. Do we want a weekly meeting?
   1. Thursdays at 6:15-6:30ish PM