Minutes

11-10-2019

* Iain said the project is flexible as it does not limit to the title
* Should do research on the development environments
* Do the ethical approval within the deadline – (low risk, checklist 1 and 2)
* The final submission – (15 pages report, the project, demonstration)
* Review tech on 3d programming on mobile device- ( openGl, android Studio, try some example programs)
* For the game itself if using a model from other resource should state in the report
* Do a prototype of the project first then consider the design
* Code using the design pattern would be good but not necessary
* MVC for the game design
* Mid progress report at January in 3-4 pages.

17-10-2019

* Setup the basic development environment
* Iain told how the ethic approval works and it should be low risk
* Create a simple program (for example a basic cube)
* Look at other development tools
* Look at the programming language and make decision
* Take notes for the research have been made for the later use on the report

24 –10-19

* Try to add key control to the example cube
* Finished the ethical approval
* Iain told that in report should explain the difference between opengles and opengl
* Look at other development tool

1-11-2019

* Security of the game is optional
* If have time, try more android studio tutorial

8-11-2019

* Start the midterm report
* Keep on background research
* Remember need to justify on the choice

21-11-2019

* Make decision on what version of opengles was used
* Iain told the difference between opengles 3.0 and 2.0

13-12-19

* Talks about the midterm report stuff

07-2-20

* Talk about the menu of the game – level select
* Question about the background or terrain
* Try to get gameplay

21-02-20

* Questions about how to calculate the direction of player facing
* Question about how to get enemy move toward the player

28-02-20

* Ask question about how to make own vector3 class
* And how to set the boundary of the game so when the player reaches the edge of the screen should stop

13-03-20

* Ask question about the collision detection

19-03-20

* Talks about how to load object

16-04-20

* Iain give advised on what to do as I have problem with implement load obj to my game.

24-04-20

* Talks about the evaluation and report