

Attendance

Alex	-	Here
Ibz	-	Here
Haoxiang	-	Here
Domanic	-	Here
James	-	Here
Matt	-	Here

Agenda

Go over what we have done so far

Discuss issues regarding the game and ethics form

What to do next

Discussed

Game Difficulty:

- Instead of easy/medium/hard difficulty for the challenge mode, perhaps make the ai have a handicap to reduce complexity.
- Perhaps the collision of ai boxes and player boxes isn't needed/can be toggled to stop deadlocks.
- The pack amount in relation to linear difficulty could be problematic. Perhaps this can be resolved with boss levels every 4 packs. The boss being essentially an ai level.

Game design:

- Discussed the possibility of two different currencies. gold coins used for undoing moves and gold bars for the same and potentially other things like theming etc.
- For level generation we could start by putting the boxes on the spots and moving backwards from there, however this may be a challenge to scale with difficulty. Perhaps changing the distance from the original starting place per difficulty.
- Another approach to generating the levels could be randomly placing boxes with tunnels and chokepoints.
- Discussed using templates to generate levels. Perhaps not ideal as templates can be too similar. However we could perhaps generate these components/templates. With plenty of generated components we could choose the best from 100.

Hifi:

- not particularly needed. Just going to be used for colors which, if we implement a barebones interface, we can easily change.

Ethics form:

- Need to put more in section 5.
- We must provide to our testers an information sheet and consent form.
- In section 5 we put: we are going to collect following data... people will have a random ID, in documentation only refer to testers with their ID.
- Be careful about asking sex/age/unnecessary information. We want to know what games they play, how much time they play games and if they like puzzle games.
- All questions we check yes for we must put on the consent form.

Misc

- The name sokoban is probably trademarked. We should come up with a new name.

Sprint Objectives

- Implement user interfaces
- Experiment further with android studio to get a better understanding
- Documentations/going over class diagrams for ai solving
- Try to code level generator