Meetings Date and Objectives

Wednesday November 4th

Introductions and planning what we could do. We narrowed down the ideas to Don’t Drop That, a game where you roll a ball around and dodge holes and an unnamed app which would be used for meeting other people who wanted to work on a certain subject and creating study groups with them. Chose roles for each member of the group.

Monday November 9th

A short meeting. We decided to email Professor Densmore to see if the game was easy enough for us to do. We discussed the specifics of both the game and study group app. We decided what we could for each of them and then decided what we would have to do to actually run the app. Furthermore, the interface was decided on and what settings would be added. A highscore system would be cool if we have enough time to implement it.

Friday November 13th

The meeting with the TA to discuss Android Studio and the tip calculator app. Qingru and Duruvan met up with the TA and had a quick tour around AndroidStudio. After the meeting with TA, we guided the rest of the team through installation and around AndroidStudio.

Thursday November 19th

All members of the team were present. A meeting to figure out how things would work. The meeting was cut short because all of us still needed to finish PA3 and therefore we all decided to work on that so we could get it out of the way and focus on the project. We did however get everyone up to speed on the finalized plan for the game and Android Studio.

Tuesday December 1st

The whole team met to discuss the working of the ball and the design of the different layouts. Duruvan and Qingru worked on the code for the ball while Adam and Mirah worked on the design for the layouts.

Wednesday, December 2nd

Adam, Qingru and Duruvan met to continue working on the ball while discussing different aspects of the game such as difficulty, number of holes in the game, a score page and the different layouts. Zheng is working on a different version of the game.

Friday, December 4th

Qingru and Adam met to test the behavior of the ball. Multiple runtime errors and logic error are found and they continue to work on this aspect of the game. They also layout the plans for how the ball will interact with the holes.

Saturday, December 5th

Qingru figured out how to make a ball move according to gravity. Qingru and Adam continue to work on fixing the ball and eventually have a working version. They also start work on creating a single hole to see if the ball interacts with it appropriately.

Sunday, December 6th

Qingru, Adam and Duruvan met to continue working on holes. Work was done on making the single hole appear in random location each time the game was started. Discussions were held on the best method to make multiple holes appear in random locations.

Monday, December 7th

Qingru, Adam and Duruvan meet to continue working on the holes. Work on the various layouts on the game was started. The play button on the starting page was implemented.

Tuesday, December 8th

The whole team met to decide how to modify the first draft of the game. Different methods to create multiple holes were tried and tested. Zheng presented the backup game app to the team. After discussion, we have decided to use the backup game app to polish the app we have on hand.

Wednesday, December 9th

Qingru and Duruvan met up to further work on the starting page of the game and tried to implement a random method to change hole positions but failed. The meeting was cut short because of the upcoming project assignment 4.

Friday, December 10th

The whole team met up at 12 pm to finish the project. We decided to use the backup version of the game since it’s more polished, even though small bugs still exist. The meeting lasted till the deadline of the project were met. The video was filmed and all the documentation were finished.