

[Feb 1] Week 4 Group Meeting Minutes

Date

01 Feb 2024 (Week 4)

Time

10:00 am - 10:50 am

Attendees

- Chun Ho Chan
- Yuting Hou
- Doyle Justin Blacklock
- Simon Ian Mccabe
- Eunhak Kim

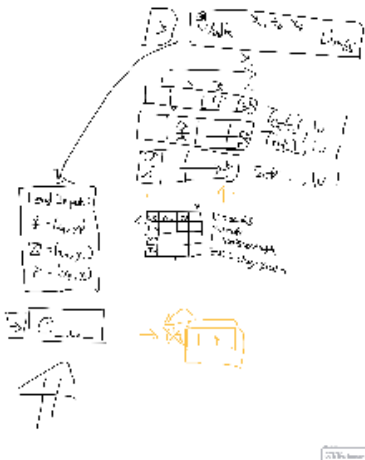
Type

Video conference group meeting on Discord

1) Topics Discussed

- Elaboration on the game idea
 - Loops
 - Variables
 - Multiple tests per stage
 - Multiple objectives per stage
 - Conditionals
- Approving edit of the Team Contract
- Changes to the work division of Assignment 1
- Next group meeting location
- Tentative roles/ areas of interest of the overall project

| Team Members | Tentative Roles |
|--------------|-------------------------|
| Edward | Meeting Minutes, UI/ UX |
| Yuting | Wiki, Game Director |
| Doyle | Project Requirements |
| Simon | Git |
| Eunhak | UML Diagrams |



2) Decisions Made

- We will stick with the current game idea (code blocks, puzzle solving, turn-based)
- We will use a Cartesian coordinate system (x1, y1) for the game idea
- We will implement these code blocks: Move, Rotate, Grab, Constant Loop, Variable Loop
- We will optionally implement these code blocks: Variable Conditional, Jump Instruction
- We will all follow the updated team contract
- We will mostly finish Assignment 1 on Confluence by next Wednesday (Week 5)
- We will ask the TA to review Assignment 1
- We will ask the TA to review the improved game idea
- We will book a room in Taylor Library for our next group meeting
- We will think more about roles/ areas of interest in the overall project

3) Tasks Assigned

- ✓ All: Mostly finish Assignment 1 by Wednesday
- ✓ All: Try out Jira, BitBucket, JavaX Swing library
- ✓ Doyle: Book meeting room in Taylor Library
- ✓ Edward: Upload meeting minutes