Meeting Log

PERLSQUAD

CS 4560

9/23

Team Meeting
Attending (All): Alex Mayle, Brian Reynolds, Eric Keep, Favour Ogundare, Robert Smith
Major Points:
- Get pipeline setup on server
- Look into documentation of the various dependencies, i.e. bioperl, hmmer, blast, genewise, etc.

Leading Questions:
1. How to resolve errors and exceptions in PIpeline for Step 1?

9/27

Team Meeting
Attending (All): Alex Mayle, Brian Reynolds, Eric Keep, Favour Ogundare, Robert Smith
Major Points:
- Assigned areas for some team member to commit to git repo
  - Robert will comment the current source code to explain the process
  - Alex will make changes to the directory paths for each step to represent the server path

Leading Questions:
1. What should the input and output be for Step 1 in the pipeline?
2. What should the input and output be for Step 2 in the pIpeline?
3. How should the current source code be commented to explain usage and the proces?
4. How should the source code that calls directories and paths be formatted to allow for further development in a more autonomous manner?

Meeting w/ Client
Attending(All): Alex Mayle, Brian Reynolds, Eric Keep, Favour Ogundare, Robert Smith
Major Points:
- Getting pipeline to run and cooperate with dependencies a
- Step 3 has a bug
- Gff file - says where the sequences located - NOT proteome file
- Ctt_git should have similar setup to ctt_hua (for easier debugging)
- Input proteome and gff file to get a gff proteome file list
- Outputs should be protein.fa_BLASTP_pfamscan.fa files
- File should have sorted superfamily (i.e. faUb_0001, faUb_0002, etc.)
- E-value is important - pfam handles it? (let's just look at pfam docs if they exist)
- Add error messages
- Step 1 should output customer id, original id, sequence, domain, domain id (e-value - start n))

Leading Questions:
1. How long should Step 1 take?
1. Step1:
   Input: protein, genome, and gff files
   Output: BLASTP pfam scan fasta file(s)

   Step2:
   Input: use fasta file from step 1

Output:

Step3(currently bugged: coordinates are off):

Input: use fasta file, seed file

Output:

Step4:

Input: {output from step 3, input genome file}

Output:

Step5:

Input: Uses genewise to further adjust genome sequence

Output:

Step6:

Input: genome, protein sequences

Output: matched up sequences

Step7:

Input:

Output:

Step8:

Input:

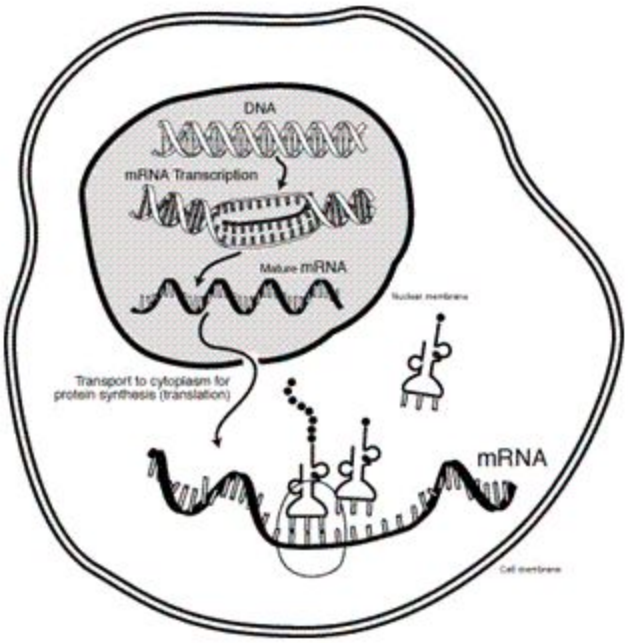
Output:

2. Quick Definitions:

a. Introns: non-coding sequence of DNA (like whitespace)

b. Exons: coding sequence of DNA (like code)

c. Central Dogma:



As DNA is transcribed (combined with RNA to make messenger RNA(mRNA)) by the enzyme RNA polymerase to RNA, the DNA is spliced (introns are removed). In translation, mRNA —produced by transcription from DNA—is decoded by a ribosome to produce a specific amino acid chain, or

polypeptide. The polypeptide later folds into an active protein and performs its functions in the cell.

9/29

Team Meeting
Attending: All
Major Points:
- Reorganize git repo
- Continue to debug
- Redefine final structure
- Work on documentation (pfmascan -> retrieve)
- Step2 Output file - reformat_retrieve

Leading Questions:
1. We need a written format of input/output of each step.
2. How should step 3 run? If it is setup for testing
3.

10/4

Team Meeting
Attending: Eric Keep, Favour Ogundare, Robert Smith
Major Points:
- Output from step 1 should be trimmed before using as input for step 2
- Possible commit would be using 'which ctt' to store the path to crr and base all other commits on that path
- Starting step3, what works and what does not
- Setting up the cpp command to include step 3

Leading Questions:
1. How should the output from step1 be trimmed prior to being input for step2?
2. What parts of the code is broken in Step3?
3. How soon can Step3 be set to run?

10/6

Team Meeting
Attending: All
Major Points:
- Get familiar with C# || Javascript
- Look at other open source educational games
- User Interaction, Animation, Quality Assurance, Functionality
- Setting up the new git repo
- Research possible technology stacks
- Create new Hello World Sample
- Separate branches for each team member

Leading Questions:
1. What graphically platforms would we be using?
2. Javascript, C# or Both?

3. HTML/HTML5/CSS will this be useful?
4. WIll this be web based? App based?

10/10

Meeting w/ Client
Attending: All
Major Points:
- We have 4 clients (NAMES?)
- Multiplayer web game - allow for collaboration but individual work
- Biomes - find what goes in each biome
- Potentially add customization
- MVP: Functioning web app with multiple games built in

Possible Types of Games
1. A drag-and-drop style game: matching items / animals to their biomes
2. Educational original Candyland game: pull card, move forward if answered right

Follow-up
1. Send client more game concepts to choose from.

10/11

Team Meeting
Attending: Alex, Favour Robert
Major Points:
- Unity is overkill
- JavaScript/HTML5 based framework GameEngine is preferred. (EaselJs)
- Try to look into making a basic game first - worry about board game aspect next

Leading Questions:
1. What's the ultimate design goal of this game?

10/13

Team Meeting
Attending: Alex, Eric, Favour, Robert
Major Points:
- EaselJS => Game engine of choice
- For our milestone presentation: Demo for Easel + Demo for possible science game goals
- Set-Up meeting time with doodle doc for meeting times || contact client
- Start working with EaselJS
- Look into wordpress as front end web design content manager
- Use html file to represent what the develop environment will look like

Leading Questions:
1. When will Liu get back to us about his client meeting with Dr Dani?
2. How much does Amazon hosting cost?
3.

10/18

Team Meeting
Attending: Alex, Eric, Brian, Robert
Major Points:
- We want to use EaselJS, but Dr. Liu prefers Scratch
- We need to clarify the game goal with the client team
- Board seems to be set, will be Candyland-esque
- Trying to schedule a meeting with the client team for Friday or Saturday

Leading Questions:
1. How do students win the game?
2. EaselJS or Scratch? Answer: Both.

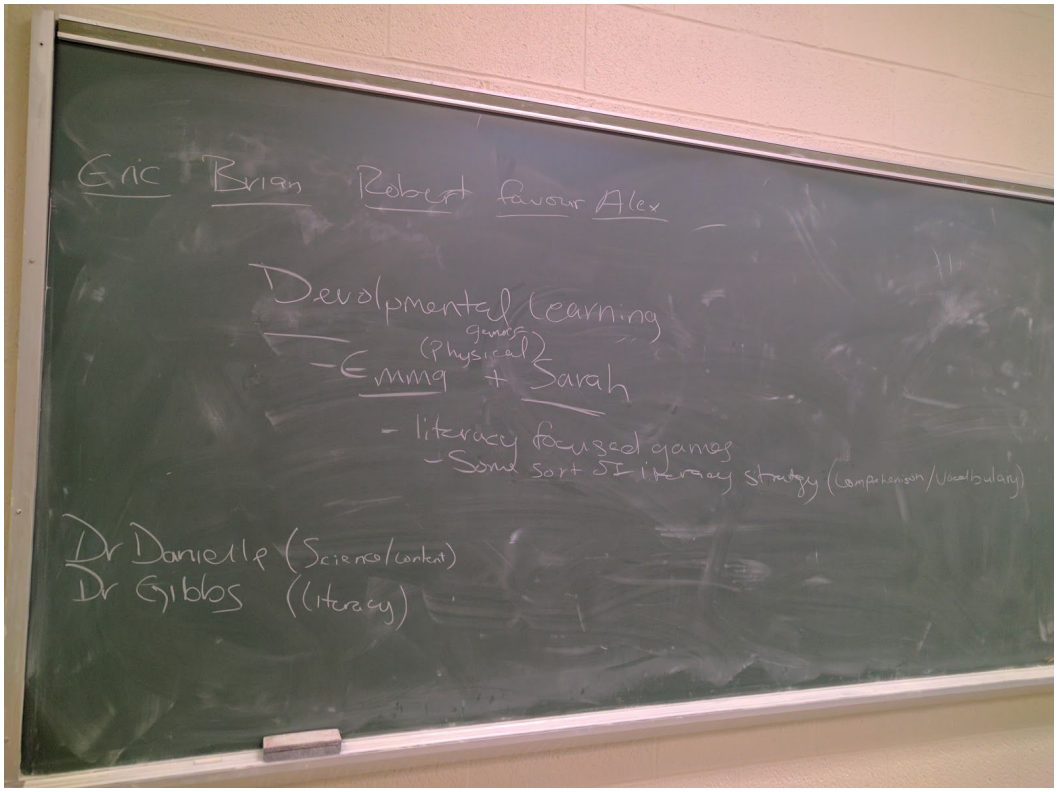
10/20

Team/Client Meeting
Attending: Eric, Favour, Alex, Robert, Brian, Dr. Gibbs, Dr. Dani (via phone)
Major Points:
- Game should emphasize an educational scavenger hunt
- Movement design is not set in stone - likely to use a map where player clicks on destination
- Player should learn about biomes along the way and try and identify what does or does not belong in a biome

Leading Questions:
1. What scoring method would we use to find a 'winner'?
2. How should we create this 'prototype'?

10/22

Client Meeting (via Google Hangouts)
Attending: Eric, Alex, Favour, Robert, Brian; Dr. Dani, Sarah, Emma (Clients)
Major Points:
- Priority is making a prototype.
- Customization is important.
- Changing content in the future would be nice.
- Boardgame => Spinning globe
- Not dice based
- Interface should include mini games/activities/features
- Biomes of Zootopia => Working Title


Eric Brian Robert favour Alex
Developmental learning
games
(physical)
- Emma + Sarah
- literacy focused games
- Some sort of literacy strategy (comprehension/vocabulary)
Dr Danielle (Science/content)
Dr Gibbs (literacy)

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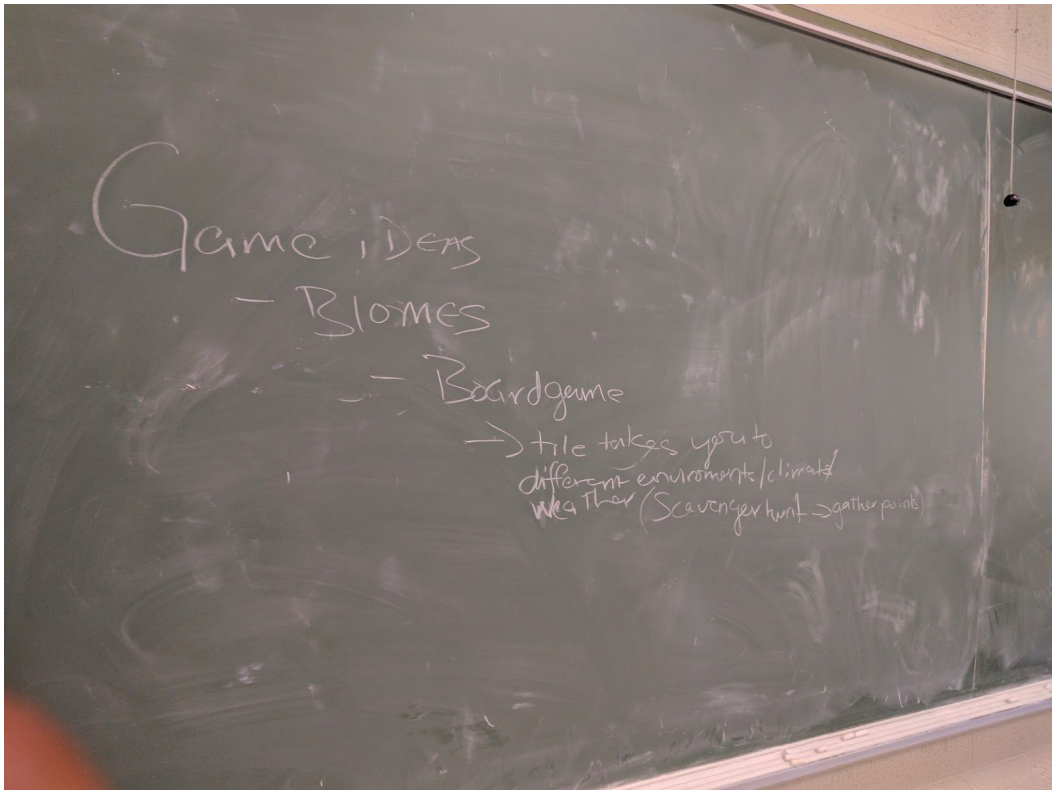
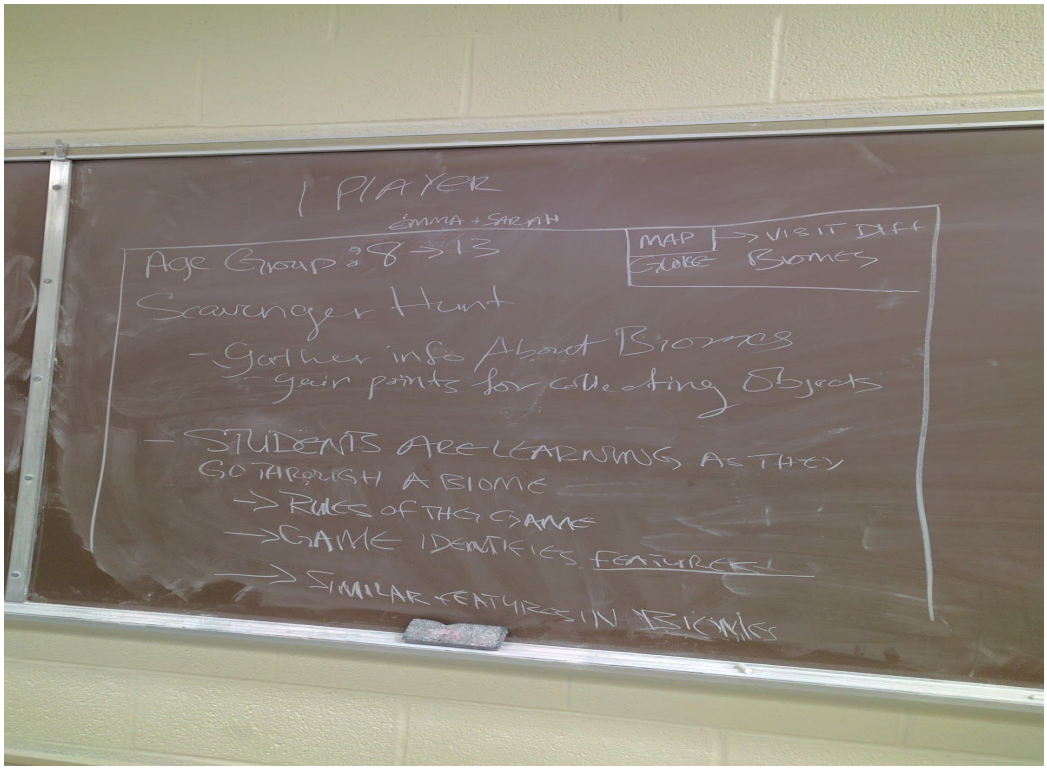
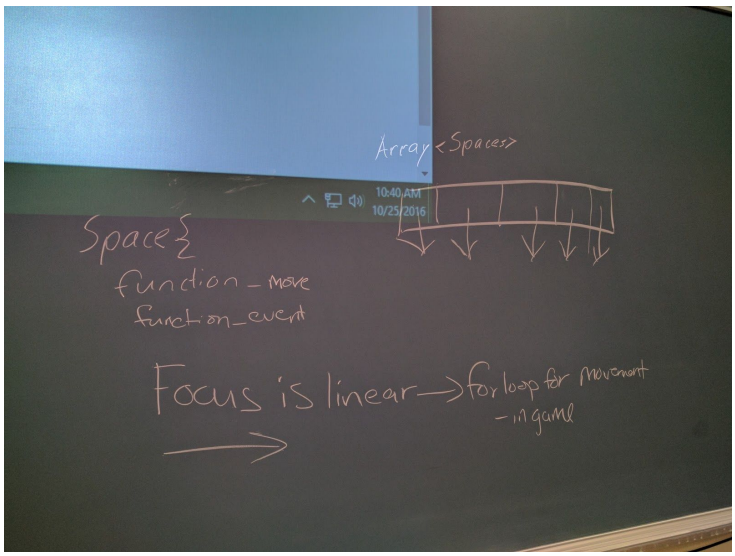

Game ideas
- Biomes
- Boardgame
→ tile takes you to different environments/climate/weather (Scavenger hunt → gather points)

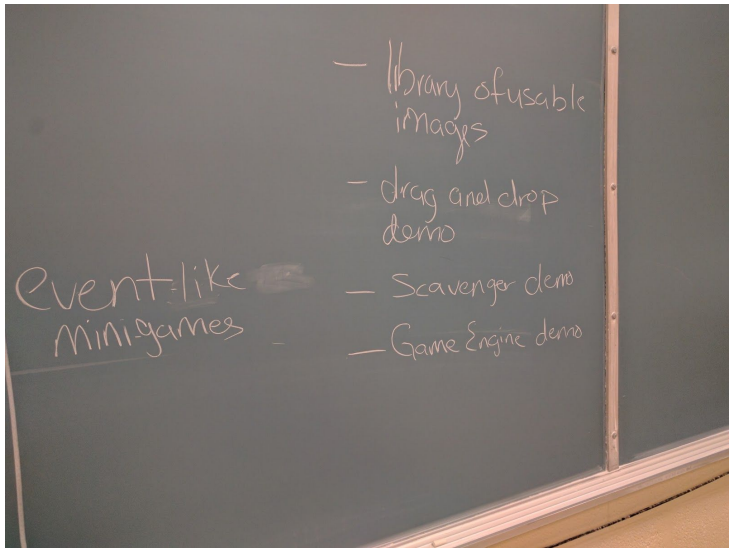

1 PLAYER
EMMA + SARAH
Age Group: 8 → 13
MAP → VISIT DIFF BIOMES
Scavenger Hunt
- Gather info About Biomes
- gain points for collecting Objects
- STUDENTS ARE LEARNING AS THEY GO THROUGH A BIOME
→ RULES OF THE GAME
→ GAME IDENTITIES FEATURES
→ SIMILAR FEATURES IN BIOMES

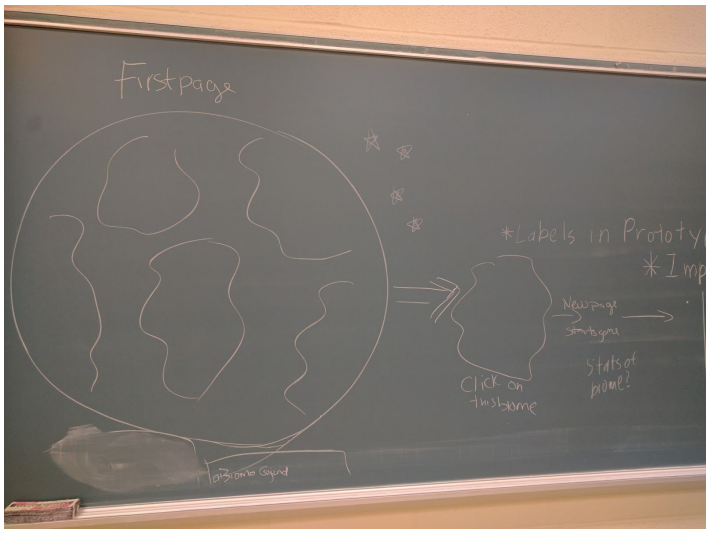
10/25

Team Meeting
Attending: Alex, Eric, Favour
Major Points:

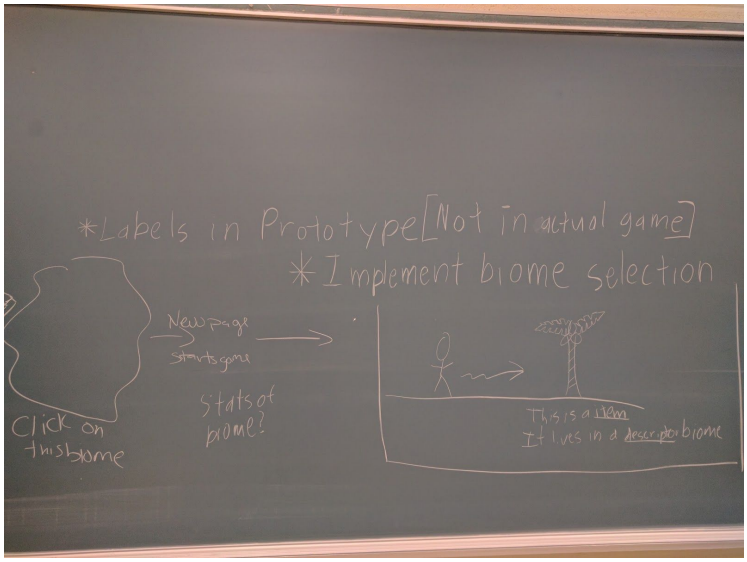
BIG IDEA: INTERACTIVE SLIDESHOW

- Alex: 

  Currently no branching, just a linear progression for demo purposes with working prototype
- Prototypes: 



Landing Page: Similar to
https://sciencesource2.pearsoncanada.ca/resources/flt_biomes_map.swf
Scavenger hunt || Drag and Drop: Similar to
http://cashmancuneo.net/biomes/biomebuil.swf



Possible event: Scrollable Environment that allows user to move side to side through a biome. with avatar (Eric's idea)
Animation and avatar creation seems messy and should be avoided at this stage

Team member	Contributions || Prototype/Event Direction
Alex	Build logic for linear progression in game engine
Brian	Work with CreateJS to design start/menu/options screen
Eric	Work with CreateJS to build drag and drop even for future use
Favour	Build library of pictures and icons, dry-run demo with CreateJS libraries
Robert	Work with CreateJS to build scavenger hunt based scrolling environment for future use

The goal at this point is to utilize similar games on the same subject matter to build our demo content and prototypes/events.

11/1 Team Meeting:

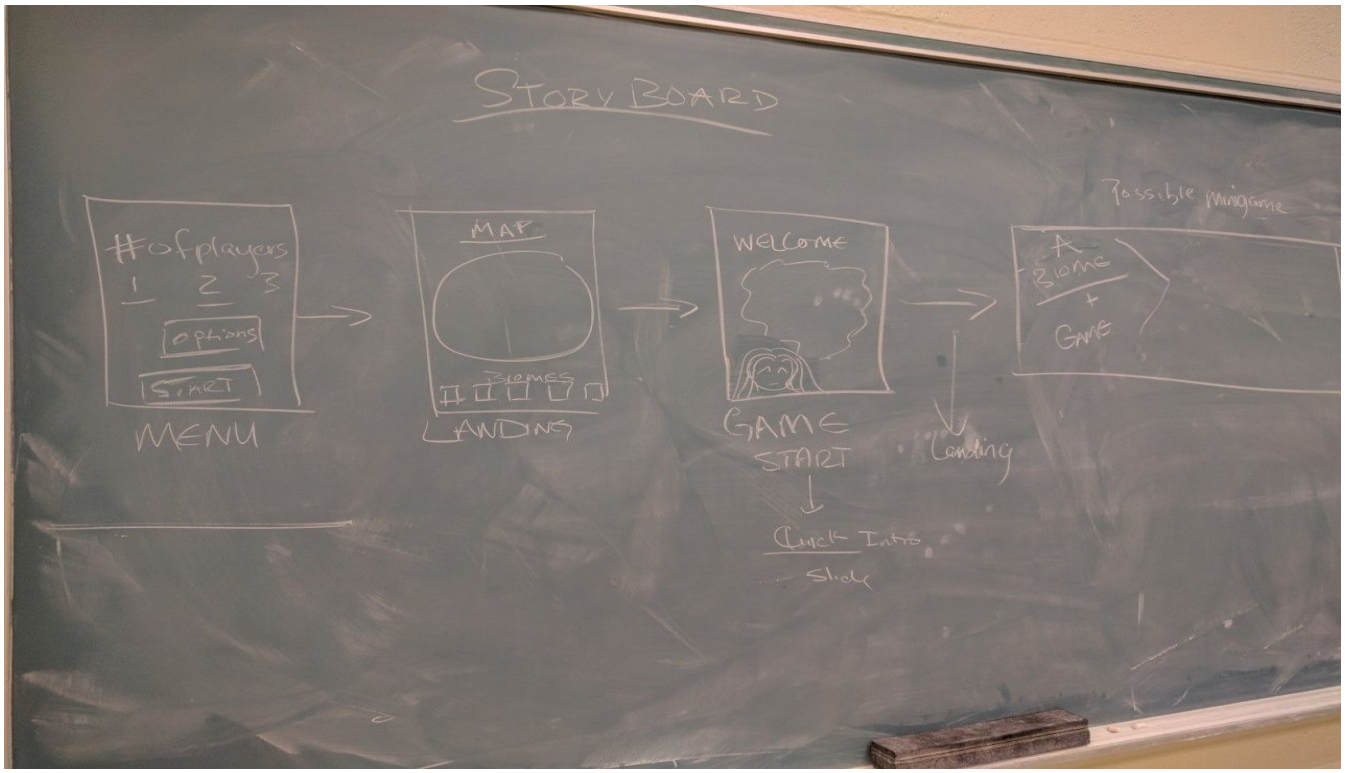
Attending: Alex, Brian, Eric, Favour, Robert

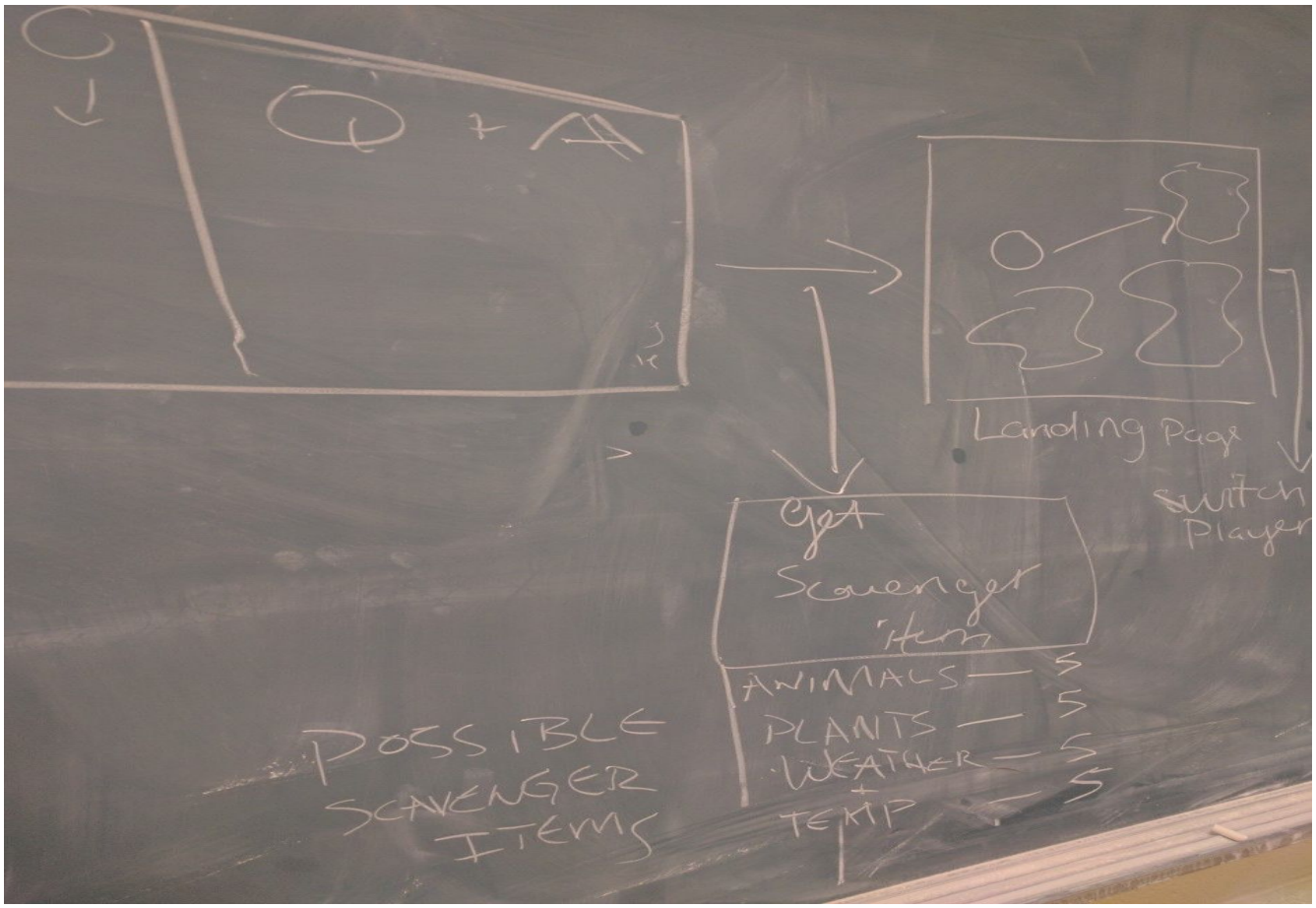
Major Points:

- Refine storyboard for demo purposes
- Create simple menu/landing page/welcome
- Attempt to go through a biome - implement further biome selection later
- Determine where the “minigame” aspect may come into play - is it just “does it belong here” drag n drop or more?
- Create possible minigames (Insert Brian’s idea for a minigame)

Team member	Contributions || Prototype/Event Direction
Alex	Build logic for linear progression in game engine
Brian	Design start/menu/options screen, start on demo minigame
Eric	Build drag and drop events that work with objects and images
Favour	Build library of pictures and icons, start on demo minigame
Robert	Work with CreateJS to build scavenger hunt based scrolling environment for future use

Team member	Contributions Thus Far
Alex	Created demo landing page with moving avatar
Brian	Developed minigame concepts and ideas for linear progression
Eric	Created demo drag and drop event for future use
Favour	Started image library for future use
Robert	Developing scalable/scrollable environment for future use





https://ohio.box.com/s/42hl3r52x8y5zcywr7fipjwowy5926c9 :: INFO FROM CLIENTS ABOUT BIOME

11/3 Team Meeting:

Attending: Alex, Brian, Eric, Favour, Robert

Team member	Contributions || Prototype/Event Direction
Alex	Continue building logic for linear progression in game engine
Brian	Continue to design start/menu/options screen, start on demo minigame
Eric	Continue to build drag and drop events that work with objects and images
Favour	Continue to build library of pictures and icons, start on demo minigame
Robert	Continue to work with CreateJS to build scavenger hunt based

	scrolling environment for future use

Team member	Contributions Thus Far
Alex	Build logic for linear progression in game engine
Brian	Design start/menu/options screen, start on demo minigame
Eric	Build drag and drop events that work with objects and images
Favour	Build library of pictures and icons, start on demo minigame
Robert	Work with CreateJS to build scavenger hunt based scrolling environment for future use

11/8 Team Meeting:

Attending: Alex, Brian, Eric, Favour, Robert

Major Points

- Tweaking the storyboard, to what is possible within the JS library

Team member	Contributions Thus Far
Alex	Game Engine done, movable player around the map
Brian	Start menu graphics
Eric	Add more documentation to drag and drop example
Favour	Image library
Robert	Working with TweenJS for animations in the future

11/11 Team Meeting:

Attending: Alex, Brian, Eric, Favour, Robert
Major Points

- Building parts of the storyboard
- Mainly getting the demo ready for Milestone 3
- Putting together powerpoint

11/15 Team Meeting:

Attending: Alex, Brian, Eric, Favour, Robert
Major Points

- Glitches, Bugs and learning moments within the Create JS library
- Solidifying storyboard
- Brainstorming ideas for future customization needs

Team member	Contributions Thus Far
Alex	Working on multiplayer
Brian	Working on UI elements
Eric	Work on reaching out to clients for a meeting (doodle poll)
Favour	Prototyping alternative minigames
Robert	Prototyping alternative minigames

11/17 Team Meeting

Attending: Alex, Brian, Eric, Favour, Robert
Major Points

- Still trying to get meeting with clients together
- Basically continuing work delegated at last meeting

11/22 Team Meeting:

Attending: Alex, Brian, Eric, Favour, Robert
Major Points

- Ironing out minigame parts, fixing browser bugs
- Discussed Improving code encapsulation

Team member	Contributions Thus Far

Alex	Improving code encapsulation
Brian	Continuing work on UI for options, etc...
Eric	Further work on minigame mentioned before
Favour	Prototyping alternative minigames along with Rob
Robert	Working on alternative minigames

11/29 Team Meeting

Attending: Alex, Brian, Eric, Favour, Robert
Major Points

- Mostly continuing work from previous meeting
- Bug fixes

12/2 Team Meeting:

Attending: Alex, Brian, Eric, Favour, Robert
Major Points

- Delegating final objectives for working demo of game, most commits are in final week.
- Finishing up documentation for final presentation (Powerpoint, Meeting Log)

Team member	Contributions Thus Far
Alex	Creating game icons and merging minigame into main game
Brian	Finishing up main menu for game
Eric	Finishing up minigame to be merged into main game
Favour	Cleaning up final presentation powerpoint
Robert	Collecting game objects and finalizing documentation