

COMP2003 Group 3 CO-Operation Mind Feast Games

Workspace visible

Board

Public Praise

Mod Game Design Doc - great teamwork today.

Thanks Esther for the final write-up.

Thanks Mo for being our Idea man

Thanks Megan for good drawing skills of ghosts and cats

Thanks George for making meetings fun yet on topic

+ Add a card

To Do

Now - 10 Nov: Background learning for sprint 1.

13-24 Nov: Sprint 2 Proposal writing and additional background research.

27 Nov - 8 Dec: Sprint 3 Complete proposal with prototyping.

11-15 Dec: Sprint 4 Minimum viable product (MVP) polish.

9 January 2024: Interim Submission, including Interim Reflections doc found at foot of DLE.

19 January 2024: Interim Presentation.

design document upload

Design stage (commit mods)

+ Add a card

Doing

Research game play with friends.

Further reading of documentation. Coupled with experimenting with sample code.

Creating ideas to implement into MVP

Looking to understand how speech bubbles work.

Trying to change apple to a key

+ Add a card

Done

Game play through

Core meeting with Shaz

Modding docs reading

Room booking issue resolved

Roles agreed

Better understanding of code reached

Work on own new level

Murder Mystery for new game idea

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Esther - Done

Had a look at the different languages for the mod

Created murder mystery mod template

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Mo_Doing

understanding the Multiturn API document

creating a sample level to understand the code of the game

Create object: Evidence (2D)

Code finding role: Evidence placed on evidence table (waiting for approval)

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Mo_Done

learned the basic about LUA coding language

Modders guide document

basic turning course about unity

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George_Doing

Turn apple to a key, learn about speech-bubble

More game practice, we have learned how to work on actual game code by duplicating the correct files.

Reading documentation

Clarify where meeting minutes need to be stored

Create object: Magnifine glass (2D)

Code finding role: Using dialogue boxes (waiting for approval)

Level mod idea where medicine too high to reach, player moved furniture object for other player to stand on to reach medicine

+ Add a card

George_Done

Experimenting with code

Game play through

Shaz likes the game extension platform idea, and suggested player stands on the back of another player.

Modified rooms in the code.

+ Add a card

Megan - Doing

Create base game levels

practicing with the code

Create object: Ghost (animated 2D - static for now)

Code finding role: Magnifine glass interact with evidence spawn (waiting for approval)

+ Add a card

Megan - Done

play through base game

+ Add a card