Trello board as at 23-11-23.

COMP2003 Group 3 CO-Operation Mind Feast Games

Public Praise
- Mod Game Design Doc - great teamwork today.
- Thanks Esther for the final write-up.
- + 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.
- + 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
- + 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
- + Add a card

COMP2003 Group 3 CO-Operation Mind Feast Games

Esther - Doing
- Creating ideas for game levels
- Playing around with sample code to understand the functionalities of the game
- Create object: Sherlock holmes (animated 2D - static for now)
- Code finding role: Ghost health increases as evidence is placed on evidence table (waiting for approval)
- + Add a card

Esther - Done
- Had a look at the different languages for the mod
- Created murder mystery mod template
- + Add a card

Mo_Doing
- basic turning course about unity
- 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)
- + Add a card

Mo_Done
- learned the basic about LUA coding language
- Modders guide document
- + Add a card

COMP2003 Group 3 CO-Operation Mind Feast Games

George_Doing
- 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 dialgoue 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
- Ideas for game extending game
- 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