02/04/2019 Meeting 1

Learned 3153

All members present

**Weekly Meetings –**

Stick with the Monday – 5:00 pm – 6:00 pm

Possible Friday 11-12

Sundays after 1:30 pm

**Miscellaneous**

**Myra** will be gone Feb 25th – March 1st

**GIT and Project**

One login for git – **Megana** will make tonight and send logins

Splitting up work – back up and front-end (Thor’s advice)

**Ryan** – back-end and front-end for game board

**Python**

Download python 3.6 or better

Download pygames and import

Try to watch some youtube videos to help understand basic implementations

**COMPONENTS OF GAME/Design**

Person in charge mine tiles (each tile is either a number or mine – and if it’s a number, display it, then display the rest of it) – **Megana, Marcus**

Back end front end of just the game board (function to display numbers) - **Ryan**

Rules/Game logic – **Myra, Taylor**

**PseudoCode of Board**

Initialization:

User input size and mine:

Throw exception: >=2

Board Generation:

Randomize mines amongst tiles

Object instantiation

Game Starts:

Generate/copies of two boards (one for reference, one for changes)

*Game state? Does python have this feature*

*(*[*https://www.oreilly.com/library/view/python-game-development/9781771374071/video221048.html*](https://www.oreilly.com/library/view/python-game-development/9781771374071/video221048.html)*) ???????*

Rules: **(THIS MIGHT REQUIRE ALL OF US TO WORK ON IT AS WE PROGRESS)**

Implement game logic

^^^ **MEGANA,TAYLOR,MYRA** start on the rules while **Marcus** and **Ryan** start the other three parts

What do we want to see by next Monday:

Let’s be done with User Input, Board Generation, and Game Start by Monday

Have functions list done by Monday – with at least 50% implementation (compiling and running)