

If you see anything that is incorrect or any information that is missing, please send an email to arj18@aber.ac.uk and a redraft will be created.

Unofficial Minutes of Meeting 3

Project: Monster Mash - Group Project 06

Meeting: Third Unofficial Project Meeting.

Attendees: All project members present except Chris Arom (Away) and Felix Farquharson (Travel Issues).

Place and date of meeting: Law Library (Hugh Owen), Thursday 25th October 2012.

Circulation list: All project members, plus project manager.

Author: Samuel Mills

Date of Minutes: Thursday 25th October 2012.

Version: 1.0

Matters Arrising

None

New Business

The main focus of the meeting was to review the documents which members of the group had been assigned to complete ready for the first group submission.

Firstly, we reviewed the first document which was the introduction to the design which was created by Samuel Mills. After all members reviewed the document, they were all happy with its content and layout and agreed that it did not need any changes. The document is therefore ready for submission.

The group then moved onto reviewing the overview of the proposed system document which was created by Felix Farquharson. After review we noted there were some grammatical errors but the content within the document was approved by all members. When the errors have been corrected, the document will be ready for submission.

Thirdly the group reviewed the use case diagram which Dan McGuckin created. He went into detail of the use case diagram and explained to the group the main features of it. We discussed how a person is going to need a friend to play the game so they can battle and that there are no artificial monsters so having a friend is a fundamental part of the game. We discussed making a few changes to the diagram however a large majority of the use case diagram was approved by the group. He also explained the wager aspect of the game, where monsters earn coins to spend in the game shop. We discussed having two types of battles, a friendly battle and a wagered battle which would involve two players betting on who would win when they fought. The idea of monsters running out of money if they lost games consecutively was brought up. An idea was created where the monster would always earn a small amount of coins even if they lost a battle, but obviously the winner would earn considerably more. Dan McGuckin agreed that changes would be made to the user case diagram. ACTION: dam44

Ben Brooks said he would email the project manager (nwh) regarding the copyright issues within the document. ACTION: beb12

Ben Brooks then went onto show his GUI design of how the game itself could appear to the user. The group liked its simplicity and general layout. The group noticed a few things that need to be changed. On the GUI there was a health bar and it was brought up that the monster itself does not have health. We discussed possibly changing it to an age or an aggression bar. This is yet to be confirmed. He also implemented a combat log which logs the information of the fight such as damage but it was discussed that this

would not be needed as there is no fight session exactly. When a player presses fight, it will instantly give the result of the fight (Win/Loss) so a combat log is not needed as it is not a progressive fight. The group liked the friends list layout and Ben Brooks said he would make the suitable changes which are required. ACTION: beb12

Aiman Arafat also showed the group some of his GUI development. Even though his was different to Ben Brooks it had interesting features which would be good to implement into the final GUI. After discussion the group agreed that both Ben Brooks and Aiman Arafat would have to combine both ideas to create a final GUI and the group encouraged them to upload their GUIs to the Facebook group so all group members could review them finally and give any suggestions if necessary.

We discussed a few ideas which would improve the game generally, however we agreed it is important to focus on the core components first and then develop on them to improve the game if possible.

Amy Rebecca James said that she would upload the risk assessment document onto the Facebook page and GIT page for the group to review and she requested that all outstanding documents that have not been fully reviewed and confirmed for submission are sent to her (arj18) by Monday 29th October by 9.00AM.

Next project meeting is on Tuesday the 30th October 2012.

AOB

None