Team Meeting Notes

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| --- | --- |
| **Team Number** | 7 |
| **Names of team members present** | 4 |
| **Meeting format** | Zoom |
| **Date and time** | 26/01/2021 14:00 |
| **Meeting co-ordinator** | Aynan Muse |

* **Matters to note from last meeting**

Use this section to record in brief anything that needed resolution from your last meeting.

This is our first meeting

* **Issues discussed at this meeting**

Use this section to record in brief what was discussed at this meeting. Use bullet points – this is not an essay writing activity.

* We played Cluedo on Steam to get to know the game better
* We realised we needed to email the client often to ensure that we understood the requirements especially if they become more specified over the coming weeks
* **Decisions agreed at this meeting**

Use this section to record in brief what was agreed and who is responsible for taking forward any actions or decisions that were agreed. Use bullet points – this is not an essay writing activity.

* 2D Board, cards, dice, AI, start off offline, use co-ordinate system, arrays for board to start off with

Aynan Muse – Project Manager and Testing

Patryk Perek – Design and GUI coding

Oscar Perring – Back-End Programming

William Moog-McNeill - Analysis

* **Date of next meeting**

Note the agreed time and date for your next meeting.

02/02/2021 2pm

**END**

|  |  |
| --- | --- |
| **Team Number** | 7 |
| **Names of team members present** | 4 |
| **Meeting format** | Zoom |
| **Date and time** | 02/02/2021 |
| **Meeting co-ordinator** | Aynan Muse |

* **Matters to note from last meeting**

Use this section to record in brief anything that needed resolution from your last meeting.

General Plan made: 2D Board, cards, dice, AI, start off offline, use co-ordinate system, arrays for board to start off with

Team member roles:

Aynan Muse – Project Manager and Testing

Patryk Perek – Design and GUI coding/Front-end development

Oscar Perring – Back-end development/Programming

William Moog-McNeill - Analysis

* **Issues discussed at this meeting**

Use this section to record in brief what was discussed at this meeting. Use bullet points – this is not an essay writing activity.

PERT chart or Gantt chart

Whether to use JavaFX/Java Swing

Requirement analysis

Risk Assessment

* **Decisions agreed at this meeting**

Use this section to record in brief what was agreed and who is responsible for taking forward any actions or decisions that were agreed. Use bullet points – this is not an essay writing activity.

We will be using a GANTT chart

What the requirements are and continuing to figure out the requirements from Watson Games

We will be using GitHub

We have not yet decided on Java Swing or JavaFX

Contact Watson Games

Requirements Analysis

1. Contact Watson Games
2. Design prototypes, e.g. thoughts on early board design ideas
3. ‘*Watson Games think that the electronic version offers the possibility of board customisation by the user.*’ - to what degree of customization? Different colour schemes, designs, room placements, distances?
4. Initial data question – is this saying that it wants to save and load files? What data easily customised?
5. Under the heading “the game player agent” there is a sentence ”Players may not retire from the game.” does this mean that human players cannot retire from the game or that the game player agents cannot retire from the game?
6. Can players block each other by standing in doorways?
7. Degree of customisation
8. Can players pass through each other without ending the tern in the same space as another player
9. Statements about the platforms we will be running on and what we cant run on
10. Can we use existing Cluedo assets e.g. the wrench weapon card illustration for our in-game wrench
11. Determine functional requirements
12. In software engineering, a functional requirement defines a system or its component. It describes the functions a software must perform. A function is nothing but inputs, its behaviour and outputs. It can be a calculation, data manipulation, business process, user interaction or any other specific functionality which defines what function a system is likely to perform
13. Potential functions:
14. Moving around board
15. Input: Arrow keys or WASD or point and click
16. Behaviour: Allow user to move across a certain number of tiles determined by dice
17. Output: User reaches a certain tile or room
18. Dice rolling
19. Input: User clicks button to activate dice rolling function
20. Behaviour: Use effects to simulate dice rolling and give 2 random numbers up to 6 and add them together.
21. Output: The user can travel across number of tiles that has been determined by the dice
22. Assignment of Starting Cards
23. Input: (new) Players join with no cards
24. Behaviour: Randomly select one of each type of card and remove them from the deck (the murder cards – to be guessed)
25. Behaviour: Randomly generates card sets for each and every player, no duplicate cards in each players decks, cards picked to certain requirements to ensure fairness.
26. Output: Player starts the game with a random set of cards.
27. Make accusation
28. Input: Player uses their cards to accuse a character in a location with a weapon
29. Behaviour: Accusation is checked if true or false
30. Output: Player wins game or forfeits
31. Make suggestion
32. Input: Player uses their cards to make a suggestion
33. Behaviour: Ticks and crosses are automatically added to show which players/characters do or do not have particular card(s)
34. Output: Player has chance to make final accusation or continue the game
35. Making notes
36. Input: Player selects a card to note as seen or inferred to be held by another player.
37. Behaviour: Players notes update to include information that has been shown to them.
38. Output: Players notes reflect information that has been shown to them and any additions the player wants to make.

1. Determine non-functional requirements
2. A non-functional requirement is essential to ensure the usability and effectiveness of the entire software system. Failing to meet non-functional requirements can result in systems that fail to satisfy user needs. Non-functional Requirements allows you to impose constraints or restrictions on the design of the system across the various agile backlogs. Example, the site should load in 3 seconds when the number of simultaneous users are > 10000. Description of non-functional requirements is just as critical as a functional requirement.
3. With the provision of the autonomous player agent feature, it should be possible for a full experience game to be enjoyed by just a single human player
4. After making an unsuccessful accusation, the player cannot play any further turns and can only observe and contradict suggestions made other players, with the cards they hold in their hand.
5. Online play where players with a WIFI connection can play together.
6. Customisation of
7. Themes
8. Playable characters
9. Board size
10. Secret Passageways
11. Weapons
12. Dice size
13. Number of doors
14. Space between rooms
15. 6 players or characters
16. Narrator who acts as a tutorial and further help during gameplay (optional) [Oscar?]
17. 9 rooms

1. Determine domain requirements
2. Domain requirements are the requirements which are characteristic of a particular category or domain of projects. The basic functions that a system of a specific domain must necessarily exhibit come under this category. For instance, in an academic software that maintains records of a school or college, the functionality of being able to access the list of faculty and list of students of each grade is a domain requirement. These requirements are therefore identified from that domain model and are not user specific.
3. Representation of the board
4. Data representation of all players, characters

* **Date of next meeting**

Note the agreed time and date for your next meeting.

**END**

|  |  |
| --- | --- |
| **Team Number** | 7 |
| **Names of team members present** | 4 |
| **Meeting format** | Zoom |
| **Date and time** | 10/03/2021 |
| **Meeting co-ordinator** | Aynan Muse |

* **Matters to note from last meeting**

Use this section to record in brief anything that needed resolution from your last meeting.

UML designs created for the game

Analysis of board

Test boards created in JavaFX

* **Issues discussed at this meeting**

Use this section to record in brief what was discussed at this meeting. Use bullet points – this is not an essay writing activity.

First Sprint documentation needs to be created

Test plans

Consider how the board will be created

Consider if board will be created from text/CSV file

* **Decisions agreed at this meeting**

Use this section to record in brief what was agreed and who is responsible for taking forward any actions or decisions that were agreed. Use bullet points – this is not an essay writing activity.

Test plans:

Test that the input file outputs the correct board (2D array)

Test that file can be opened

Test that token moves to the correct tile/position

Test that the right room is created from room tiles by getting the name of the room

Test

Players are given right amount of cards

Weapons are moved to new room

We will read text file or csv file to build board

We will complete sprint documentation

* Aynan
  + High-level designs for sprint cycle 1
  + Low-level designs for sprint cycle 1
* **Date of next meeting**

Note the agreed time and date for your next meeting.

17/03/2021 2pm

**END**

|  |  |
| --- | --- |
| **Team Number** | 7 |
| **Names of team members present** | 4 |
| **Meeting format** | Zoom |
| **Date and time** | 17/03/2021 16:00 |
| **Meeting co-ordinator** | Aynan Muse |

* **Matters to note from last meeting**

Use this section to record in brief anything that needed resolution from your last meeting.

* **Issues discussed at this meeting**

Use this section to record in brief what was discussed at this meeting. Use bullet points – this is not an essay writing activity.

* Placing player on board – inability to draw player pieces on board on top of tiles
* Holder for room information / not keeping more than one copy of info
* Notepad in second window -> only needs to update upon opening
* Notepad can be hidden for changing players
* Choose between starting at set locations or all start on stairs (customisation)
* Secret passage ways can be used before rolling or after (uses all movement points)
* If you enter a room you can't leave till next turn
* Players movement distance must reflect going around another player if needed
* Players are moved into the room when part of a suggestion
* Weapons are shown to be in the room when they are part of a suggestion
* **Decisions agreed at this meeting**

Use this section to record in brief what was agreed and who is responsible for taking forward any actions or decisions that were agreed. Use bullet points – this is not an essay writing activity.

* Patryk
  + GUI - physically display players on top of board.
  + move players from one place to another place (places accessible / inaccessible)
* Oscar
  + Movement available is highlighted to the player
  + Only highlighted can be clicked by user
* Aynan
  + Makes dice
  + Adds dice to window
* **Date of next meeting**

Note the agreed time and date for your next meeting.

24/03/2021 - 4pm

**END**

|  |  |
| --- | --- |
| **Team Number** | 7 |
| **Names of team members present** | 4 |
| **Meeting format** | Zoom |
| **Date and time** | 24/03/2021 16:00 |
| **Meeting co-ordinator** | Aynan Muse |

* **Matters to note from last meeting**

Use this section to record in brief anything that needed resolution from your last meeting.

* **Issues discussed at this meeting**

Use this section to record in brief what was discussed at this meeting. Use bullet points – this is not an essay writing activity.

* Going through requirements to check if sprint cycle is going well
* Door tiles should only be accessible from room entry tiles
* Room tiles need to be made, contain multiple people and show all people in the room.
* Turns need to be added.
* Possible movement of players needs to be affected by where other players are.
* Room tile ends a turn.
* Removal of save state and passageways from this sprint.
* Sprint cycle 1 high-level designs and low-level designs finished
* **Decisions agreed at this meeting**

Use this section to record in brief what was agreed and who is responsible for taking forward any actions or decisions that were agreed. Use bullet points – this is not an essay writing activity.

Oscar

* Door tiles should only be accessible from room entry tiles
* The players will take turns
* Tiles can only hold one person
* room tiles end a turn
* Visual representation of the result of both dice [Optional] Displaying die and their rolls

Will

* Making sprint 2 documentation

Patryk

* Room tiles need to be made, contain multiple people and show all people in the room.
* -> A queue of players that are in the room (to be implemented with turns later)
* Only up to 6 players in a game so their physical GUI location on the board can be pre-set for each room

Aynan

* High-level designs and low-level designs for sprint cycle 2
* **Date of next meeting**

Note the agreed time and date for your next meeting.

31/04/2021 - 4pm

**END**

|  |  |
| --- | --- |
| **Team Number** | 7 |
| **Names of team members present** | 4 |
| **Meeting format** | Zoom |
| **Date and time** | 31/03/2021 16:00 |
| **Meeting co-ordinator** | Aynan Muse |

* **Matters to note from last meeting**

Use this section to record in brief anything that needed resolution from your last meeting.

* **Issues discussed at this meeting**

Use this section to record in brief what was discussed at this meeting. Use bullet points – this is not an essay writing activity.

* **Decisions agreed at this meeting**

Use this section to record in brief what was agreed and who is responsible for taking forward any actions or decisions that were agreed. Use bullet points – this is not an essay writing activity.

Oscar

* Usable cards
* Accusation envelope allocated
* “shuffle” to give players a random set of cards
* F1-F4

Aynan

* System level tests for Sprint 1

Patryk

* Finish room
* Weapons on GUI
* Weapon objects
* F5- There are tokens of all the weapons.
* F6- The weapon tokens start randomly distributed, one per room.
* F7- Each room must be able to hold up to all 6 weapons.
* **Date of next meeting**

Note the agreed time and date for your next meeting.

07/04/2021 - 4pm

**END**

|  |  |
| --- | --- |
| **Team Number** | 7 |
| **Names of team members present** | 4 |
| **Meeting format** | Zoom |
| **Date and time** | 07/04/2021 16:00 |
| **Meeting co-ordinator** | Aynan Muse |

1. **Matters to note from last meeting**

Use this section to record in brief anything that needed resolution from your last meeting.

Card sprint has been started

1. **Issues discussed at this meeting**

Use this section to record in brief what was discussed at this meeting. Use bullet points – this is not an essay writing activity.

* Continuing sprint cycle 2
* Cards have been mostly completed
* Suggestions to be started

1. **Decisions agreed at this meeting**

Use this section to record in brief what was agreed and who is responsible for taking forward any actions or decisions that were agreed. Use bullet points – this is not an essay writing activity.

Oscar

* Players need to be able to view their cards.
* Player can click on location to go there
* Highlighted space have its own colour
* Rooms that are in range to have special colour

Will

* Make a visual representation of progress of team from sprint to sprint

Patryk

* Finish weapons: Weapons spawning in random rooms
* Players to spawn on spawnpoints ‘z’ instead of middle
* Different colour for spawnpoints and highlighted spaces
* Hover labels for players and rooms

1. **Date of next meeting**

Note the agreed time and date for your next meeting.

14/04/2021 – 4pm

**END**

|  |  |
| --- | --- |
| **Team Number** | 7 |
| **Names of team members present** | 4 |
| **Meeting format** | Zoom |
| **Date and time** | 14/04/2021 16:00 |
| **Meeting co-ordinator** | Aynan Muse |

* **Matters to note from last meeting**

Use this section to record in brief anything that needed resolution from your last meeting.

* Card sprint (sprint cycle 2) has been started and bugs have been fixed from sprint cycle 1
* Weapons can now spawn in rooms
* Highlighted spaces have their own colours now
* Players can click tiles within their range
* **Issues discussed at this meeting**

Use this section to record in brief what was discussed at this meeting. Use bullet points – this is not an essay writing activity.

* Finishing off sprint cycle 1
* **Decisions agreed at this meeting**

Use this section to record in brief what was agreed and who is responsible for taking forward any actions or decisions that were agreed. Use bullet points – this is not an essay writing activity.

Oscar

* Players have a button to view cards from
* Accusations

Patryk

* update player location based on runninggame.players arraylist players.get(currentyplaying).getX .getY \* 26
* If it’s a doorcell/room entrance tile, make it a different colour other than the normal highlight colour on dice roll (so that it is visible).
* Fixed weapons despawning between rolls

Group to be done together on Friday 30/04/2021 12pm

* Group report 1000-2500 words
* **Date of next meeting**

Note the agreed time and date for your next meeting.

21/04/2021 - 4pm

**END**

|  |  |
| --- | --- |
| **Team Number** | 7 |
| **Names of team members present** | 4 |
| **Meeting format** | Zoom |
| **Date and time** | 21/04/2021 16:00 |
| **Meeting co-ordinator** | Aynan Muse |

* **Matters to note from last meeting**

Use this section to record in brief anything that needed resolution from your last meeting.

* Distinct colour highlighting for different cells
* Fixed update play location
* Buttons fixed messing up panels
* **Issues discussed at this meeting**

Use this section to record in brief what was discussed at this meeting. Use bullet points – this is not an essay writing activity.

All to be done before hand-in:

1. Things that must be done (functional)
   1. Accusations (SC2 – F13)
   2. Suggestions (SC2 – F9, F12)
   3. Cards need to be able to be viewed
2. Things that we hope to get done (optional)
   1. Random AI
   2. Basic customisation
   3. Secret passageways
   4. Adding recognisable features
3. Things that we will not be able to get done
   1. High-level AI
   2. Picking characters

* **Decisions agreed at this meeting**

Use this section to record in brief what was agreed and who is responsible for taking forward any actions or decisions that were agreed. Use bullet points – this is not an essay writing activity.

Oscar

* Viewing cards (images)
* Add cluedo icon at top
* Entering room starts suggestion

Will

* Start Sprint 3 documentation

Aynan

* High-level designs and low-level designs for sprint cycle 3
* To be done before hand-in:
  + Finishing off meeting notes before hand-in
  + Collating meeting notes before hand-in

Patryk

* Basic customisation – pick color / character, change name
* -> themes e.g. military, basic cluedo (change room names, change weapons, change character names)
* Customization dialog / menu to come after start button (play, settings, quit?)
* (number of ai players in settings menu?)
* **Date of next meeting**

Note the agreed time and date for your next meeting.

Wednesday 28/04/2021 - 4pm

**END**

|  |  |
| --- | --- |
| **Team Number** | 7 |
| **Names of team members present** | 4 |
| **Meeting format** | Zoom |
| **Date and time** | 28/04/2021 16:00 |
| **Meeting co-ordinator** | Aynan Muse |

* **Matters to note from last meeting**

Use this section to record in brief anything that needed resolution from your last meeting.

* Are Sprint cycle 1 bugs fixed?
* Has sprint cycle 2 been completed?
* Has sprint cycle 3 been started?
* **Issues discussed at this meeting**

Use this section to record in brief what was discussed at this meeting. Use bullet points – this is not an essay writing activity.

* + Sprint cycle 1 bug fixes have been completed
  + Sprint cycle 2 is almost complete with accusations being the final bit to be done
  + Sprint cycle 3 decisions have been made about customisation
* **Decisions agreed at this meeting**

Use this section to record in brief what was agreed and who is responsible for taking forward any actions or decisions that were agreed. Use bullet points – this is not an essay writing activity.

Tasks for everyone to do:

Oscar

* Accusations
* End game states
* Recognizable features
* What went well, what went wrong
* 3 Random tiles that allow for a second die roll

Will

* AI

Aynan

* System level tests for 2 and 3
* Meeting notes collated

Patryk

* Implement external file to customization (New button: from custom file)
* Secret passageways
* Showing the final dice roll
* **Date of next meeting**

Note the agreed time and date for your next meeting.

Friday 30/04/2021 - 12pm to check everything and hand in on time

**END**