4th meeeting

October 3, 2019   4:07 PM

-Skip side quests, story board the main quest then decide to add them after if time permits.
-Complete the requirements analysis and see what requirement come from the story.
-you can break the game up into beginning, middle and end.
-5 minute demo by april is the main goal, everything else just adds depth.
-NPC(Non-Player Character) : make sure all acronyms are recorded.
-get the story line written down for next week. Just basic, driving requirements.
-think about test cases and an automated user to test the game.
-showing how testing is done.
-oral presentation and poster fair are like sales pitches..
-poster on what kind of process we followed.

For Next Week:
- main plot
- storyline written down
- how its going to interface with the game
- identify major NPC's, objects, enemies, sketch the map.
- 3 drawings