Minutes

**Tuesday, May 20th:**

Robbie- Set up Eclipse IDE for Minecraft. Read over process for creating Mods. Added an acceptance test to user story 3.

Jake- Reviewed the creation of mods and the example in tutorial. Researched the timeline proposed for our mod and the historically difficulties that farmers were encompassed with. Continuing to explore the creation of Mods and the gameplay of minecraft.

Nasser- Set up Eclipse and forge source files. Created the example block from the Tutorial and went over the process of block creation in forge.

Arnold- Set up Eclipse for Minecraft and forge programming. Created a block by following the tutorial given in class. Going through some other tutorials

Yucheng- Set up Eclipse IDE of the forge for Minecraft. Follow the example tutorial, created the code of block and run successfully. Also tried to create some other stuffs.

**Thursday, May 22nd:**

Robbie: Got familiar with minecraft source code, specifically item creation.

Nasser- Set up ANT and watched some tutorials on item creation.

Jake- Watched minecraft tutorials on creating items. Reviewed lab material to be familiar with the set up once my computer has arrived.

Arnold- Set up Ant and checked some tutorials

Yucheng- Set up ANT and keep learning to creating items in minecraft.

**Tuesday, May 27th:**

Robbie: Worked with Nasser on developing a Scythe tool. Setup rough draft of timeframe and tasks for project.

Jake- set up burn-up chart, worked on project charter along with iteration 1 proposal. Watched mine craft tutorial on creating items

Arnold- Worked on developing a Reaper tool and watched some tutorial related to the creation of tool

Nasser- Worked with Rob on creating a Scythe tool. Finding tutorials on how to change the right-click functionality for created items.

Yucheng- Worked to develop the block, tried to change the texture, property and function.

**Thursday, May 29th:**

Jake-watched tutorial video on modifying tool design using GIMP. Watched video on the use of the right click in minecraft. Updated burndown chart and shared with the group through the use of One drive.

Rob- Continued working on right click abilities for items.

Nasser- Still working on the right click functionality, made a Github account and finding out how to add the files into the repository.

Arnold- Still working on the Reaper Tool and its right clicking abilities. Also tried to figure how to modify the texture of custom tools.

Yucheng- Watched some tutorial videos. Still working to create tools and right click funtions.

**Tuesday, June 3rd:**

Jake- Worked on updated project charter and task breakdown / burnup chart. Pair programmed with Robbie to create the pocket watch item, with the ability to check the world time through right clicking.

Nasser- Researched for a map for our mod, found some but incompatible with version 1.7.2. Uploaded the files into Github.

Robbie:Paired with Jake to create a pocket watch item. Ran JUnit tests on the pocket watch.

Arnold- Worked on finishing up the Reaper Tool by adding some texture.

Yucheng- worked on the code. Searched for some texture and modified.

**Thursday, June 5th:**

Robbie: Created game map during our 2:30pm meeting. Also fixed the ant file for testing JUnit.

Arnold-Finished up the reaper tool, created a custom shovel and garden hoe tool and some textures

Nasser- SVN still not working properly, worked on fixing my workspace for the project.

Jake - Worked on completing team charter and updating burnup chart. Editing both documents to ensure correct formatting.

Yucheng- worked on the code. Create a dynamic texture for PocketWatch.

**Monday, June 9th:**

Robbie: Worked on completeing the plow item.