**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 15 (12/06 - 12/12 )**

**Date and Time:** 12/12/2017 8:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

Agenda

1. **Prepare for presentation**
2. **Check the items need to be submitted**
3. **Record the demo**

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 15 (12/06 - 12/12 )**

**Date and Time:** 12/11/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

Agenda

1. **Show progress**

**Discussion:**

* Problem:
  + The explosion effect can be more good-looking, so does the look of the shell.
* Progress:
  + Collider set up for new maps.
  + Previous bugs fixed.
  + Make tank enable to destroy objects on map.
  + Last step testing.

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 15 (12/06 - 12/12 )**

**Date and Time:** 12/08/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

Agenda

1. **Show progress**
2. **Bug fix**

**Discussion:**

* Problems:
  + The canvas to classify two tanks sometimes goes to weird position.
  + The layout of health point can be better.
  + The position of camera still need some modification.
* Progress:
  + Development:
    - Add HP
      * The tank can pick up hp package on floor.
    - Map construction:
      * Discard previous two maps which are not in same style as the current map.
      * Constructed two new maps.
    - Menu Construction:
      * Start button to start the game
      * Map choose between three maps

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 14 (11/29 - 12/05 )**

**Date and Time:** 12/01/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

Agenda

**Show progress**

**Discussion:**

* Progress:
  + Development:
    - Game menu is implemented for starting game and choosing maps.
    - New health point sliders are implemented at the corner of the screen.
    - Previous health point sliders have been replaced by color classifier to distinguish different users.
  + Bug fixed:
    - Tank influenced by shell explosion. (mentioned last time)
    - Tank can catch it own fired shells:
      * Possible reasons:
        + The relative velocity of shell and tank.
        + The relative position of shell and tank.
      * Solution:
        + Change previous hardcode shell speed to a relative speed, Vnew = Vshell + Vtank. This relative speed can help avoid this bug.
* Plans:
  + Lighting:
    - Too dark, need some modification on brightness.
    - Figure out the reason why the lights suddenly goes dark.
  + Camera:
    - In this development cycle, the camera also shows some weird behavior, seems too far from our tank. Need to change the position.
    - The camera control script still works well, so hopefully position change is enough for this problem.
  + Some design work of the menu:
    - Button layout
    - background
  + Wired red circles on the map
    - Figure out whether they are lights or objects.
  + The look of health point:
    - The length of health point slider is related to the size of the window because we use relative size to set the health point slider. We should try to make it in a more stable status, at least won’t change much along with the change of window size.

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 13 (11/22 - 11/28 )**

**Date and Time:** 11/27/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

Agenda

1. **Show progress**
2. **Future plan**

**Discussion:**

* Problems and plan:
  + How to distinguish player 1 and player 2?
    - Replace the current health point slider by color circle to indicate the player, such like red for player 1 and blue for player 2.
    - Create new health point slider at the corner of the screen.
  + Tank will move automatically after shooting
    - Reason: Shell explosion might influence surrounding objects, thus the tank will be affected and forced to move in some way if the tank is too close to the explosion point.
    - Possible solutions:
      * Increase tank’s weight
      * Still exploring
* Progress:
  + Finish round setting
    - Once a tank is destroyed, current round ends and new round starts.
    - Show round number at the start of each round.
  + Finish some Tank optimization
    - Health point
  + Bug fix
    - Tank direction is opposite, fixed.
    - Tank Prefab didn’t update in time, fixed.

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 12 (11/15 - 11/21 )**

**Date and Time:** 11/17/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

Agenda

1. **Assign tasks**

**Discussion:**

* Tasks assignment:
  + Game menu (VZ)
  + Game manager (HW)
  + Optimization (LY, SL)
  + Map (BY)
  + UI testing (LC)
  + Pivotal tracker management

Due to the holiday, we will move next meeting to 11.27 or 11.28, this is a soft ddl for the tasks.

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 11 (11/08 - 11/14 )**

**Date and Time:** 11/10/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

Agenda

**Discuss about SDD**

**Share development progress**

**Bug fix**

**Discussion:**

* SDD:
  + Design pattern:
    - This part needs more discussion, since this unity project is quite different from the project we developed before
  + Methods/Class:
    - Discuss and finish the class diagram

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 10 (11/01 - 11/07 )**

**Date and Time:** 11/3/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

Agenda

1. **Discuss about SDD**
2. **Future tasks**

**Discussion:**

* SDD:
  + Introduction (YB)
  + Design pattern (YB + HW)
  + Key algorithm (VZ + SL)
  + Architecture (LY)
  + Methods/Class (LC + VZ)
* Future tasks:
  + Game manager:
    - Control the start / finish / pause of the game
    - etc.
  + Overall optimization:
    - Health point slider
    - Explosion
    - Shooting
    - Tank model
  + Game menu
    - Part of game manager
    - In menu form
  + Map construction
    - Forest scene
    - City scene

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 9 (10/25 - 10/31 )**

**Date and Time:** 10/27/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

Agenda

1. **Determine what to show in Iteration 2**
2. **Assign tasks**
3. **Fix bug**

**Discussion:**

* Bug fix
  + Shell might explode immediately after shoot. Resolved by set new boundaries.
* What to show in Iteration 2:
  + Health point for tanks, decrease once being attacked
  + Explosion of 0 hp tank and restart the game
  + Testing: unit test, function test, ...
  + Documentations, such as design part
  + menu(potential) for players to choose
* Assign tasks:
  + Add menu and connect it with the scene (HW, VZ)
  + Testing (LC)
  + Further map and debug on current map (BY)
  + Health point (SL, LY)

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 8 (10/25 - 10/31 )**

**Date and Time:** 10/27/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang

**Minutes taker:** Baoxiang Yang

**Timekeeper:** Haotian Wu

Agenda

1. **Discuss problems in previous iteration**
2. **Discuss problems in previous presentations**

**Discussion:**

* **User Story:**
* **Present a certain user story in presentation. Add the story in slides including acceptance tests.**
* **During demo. Illustrate the acceptance tests for the user story**
* **Matrices:**
* **Show detailed matrices on the slides including man hours, line counts and velocity.**
* **Challenge:**
* **Describe challenging problem in the process. Road blocks**
* **Problem in communication and how to solve it.**
* **Difference between making games and general applications**
* **Next step:**
* **Collision box bug fixing**
* **Add camera**
* **Add health function**
* **Destroy animation**
* **Restart the game**

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 7 (10/18 - 10/24 )**

**Date and Time:** 10/18/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang, Shuhan Liu

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

**Purpose:**

**Agenda:**

1. **Merge some developments for Iteration 1**
2. **Discuss further steps**

**Discussions:**

* **Review process:**
  + **Process:**
    - Finish fire function for tank.
    - Make the camera move along with the tank, that is if the tank move around the camera can show different perspectives.
    - Four maps is constructed basically.
  + **Report bugs**
    - User can drive tank into the sea but cannot return back to island in beach map.
    - There are still some conflicts to be resolved.
* **Next step:**
  + **Make the explosion looks more fancy.**
  + **Resolve the conflicts.**

**Action Items:**

* **Finish next step first.**
* **Decide further development in next meeting.**

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 6 (10/11 - 10/17 )**

**Date and Time:** 10/12/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

**Purpose:**

**Agenda:**

1. **Review map and tank developing process**
2. **Discuss more details and next step for the map**

**Discussions:**

* **Review process:**
  + **Process:**
    - A first-step map with sea, land, stones, houses is already finished.
    - Tank is able to move freely.
    - Tank can not pass through trees or houses.
  + **Report bugs**
    - Two of the stones are in the sky instead of on the ground.
      * Solved by relocate the stones.
    - The tank should not be able to pass through some objects.
      * Unresolved
    - When passing through the stones, the tank is likely to turnover.
      * Solved by lock the rotation of tank.
* **Next step for map:**
  + **Make scenario change along with the move of tank**
    - Now the camera is fixed.
  + **Open fire function for tank**
  + **Add more objects on the map to make it looks more like real world**
  + **Restrict the move area for tank**
    - Tank should have no access to the sea.

**Action Items:**

* **Finish the next step plan for map and tank.**

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 5 (10/04 - 10/10 )**

**Date and Time:** 10/10/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang, Shuhan Liu

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

**Purpose:** User Stories & Map

**Agenda:**

**Finish user stories**

**Track the process of map design**

**Discussions:**

* **User stories:**
  + Finish everyone’s 3 user stories
    - Based on requirement analysis
    - Think about some extra feature to make sure all the team members have different 3 user stories
  + Discuss the importance of each feature
  + Determine the priority of the user stories
* **Process**
  + **Map Design**
    - Different versions of map
  + **Design the way for users to change map**
    - UI
    - Backend Logic

**Action Items:**

* **Map Design and Implementation.**
* **Prepare for Iteration 1.**

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 4 (09/27 - 10/03 )**

**Date and Time:** 09/29/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang, Shuhan Liu

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

**Purpose:** Environment Configuration

**Agenda:**

**Get familiar with Unity**

**Get familiar with Pivotal Tracker**

**Discussions:**

* **Get familiar with Unity:**
  + Download personal version 2017.1.1
  + Install components
    - Except packages for IOS and android
  + Play with tutorial
    - How to use assets
    - How to download an example project
    - How to change views
    - How to modify the models
* **Get more familiar with Pivotal Tracker:**
  + **Define the time range of each point:**
    - We now consider 4 hours as a point.
  + **Experience the whole process of a job in pivotal tracker**
    - Assign tasks
    - Accept
    - Deliver
    - Finish
    - icebox, done, etc

**Action Items:**

* **Further requirement analysis.**
* **Do some learning and start programming.**

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 3 (09/20 - 09/26 )**

**Date and Time:** 09/22/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang, Shuhan Liu

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

**Purpose:** Requirements Analysis 1

**Agenda:**

**Discuss Basic Requirements**

**Discuss Week Plan**

**Compare Game Engine**

**Discussions:**

* **Discuss Basic Requirements:**
  + Online or not
    - Server configuration
    - Communication
  + How many kind of objects
    - Generally, tank and shell
    - Tank
      * Move and status
      * Fixed speed
      * Able to level up or not
    - Shell
      * Might can be several kinds
      * Need further discussion
  + Offer random first-aid
  + Map
    - Random map
    - 2.5D (not sure )
* **Compare game engine:**
  + **Current choices:**
    - Unity 3D
    - Cocos 2D
  + **Do more research and explore other engines**

**Key Decisions**

* **Team DDL for required tutorials:** Sept. 25 Midnight
* **Preparation for presentation:** Sept. 25 Midnight
* **Game Engine:** Still in consideration, maybe Unity 3D
* **General Requirements**

**Action Items:**

* **Prepare for presentation.**
* **Requirement analysis.**
* **Compare different game engines.**
* **Setup IDE environment.**
* **Find some related works, do some learning.**

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 2 (09/13 - 09/19 )**

**Date and Time:** 09/19/2017 7:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang, Shuhan Liu

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

**Purpose:** Determine more general ideas about the project

**Agenda:**

1. **Brainstorm team name**
2. **Determine project name**
3. **Determine next week’s plan**
4. **Assign tasks to members**

**Discussions:**

* **Discuss team name:**
  + GamingDevBu
  + TankBro
  + Delayer (Taken)
* **Discuss project name:**
  + TankTank
  + TankinATank (Taken)
    - Feel excited to play tank games in a water tank.
  + Fight for Him
* **Discuss project logo:**
  + Generated image by Haotian (Taken)
  + Drawn by Victor
* **Find tutorials for Unity3D**
  + <https://unity3d.com/learn/tutorials/projects/tanks-tutorial>
* **Discuss general tasks:**
  + What’s the difference between backend and game logic?
    - Backend is the online server and connection, we are doing multiple player mode.
  + What does configuration part do?
    - Including Github, code review, revison, etc.
  + Does the server exchange data or are we putting the whole game on the server and let people play it on web?
    - Exchange data and we are gonna make a point to point game.
* **Project Management Tool**
  + Trello
    - No testing, not as good as pivotal tracker.
  + Pivotal Tracker
    - Can be free if we set the project to be public
* **Platform of the game:**
  + Desktop (Taken)
    - Looking for desktop app tutorials
  + Web
    - Need to configured in server if we want to packaged into web application.
    - Doc seems complex.

**Key Decisions**

* **Team name:** Delayer
* **Project name:** TankinATank
* **Platform of game:** Desktop
* **Assign tasks to members:**
  + Github configuration tutorial - Linlan
  + Environment setting tutorial - Victor
  + SPPP - TBD

**Action Items:**

* **Finish SPPP.**
* **Come up with detailed requirements of the project.**
* **For everyone, finish required tutorials.**
* **Find some related works, do some learning.**

**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 2 (09/13 - 09/19 )**

**Date and Time:** 09/15/2017 1:00 PM

**Place**: CS Lab

**Participants:**

Baoxiang Yang, Haotian Wu, Qiwei Zheng, Linlan Chen, Lei Yang, Shuhan Liu

**Minutes taker:** Linlan Chen

**Timekeeper:** Haotian Wu

**Purpose:** Project Kickoff Meeting

**Agenda:**

1. **Brainstorm project topic**
2. **Determine project content**
3. **Discuss related works**
4. **Assign roles**

**Discussions:**

* **Meeting time**
  + Fixed update meeting: every Friday 1:00PM CS lab
  + More flexible meetings for detailed project progress.
* **Discuss roles**
* **Discuss project topic**
  + Unity 3D Tank Game (Taken)
    - Like the traditional Tank Game, but add more features.
    - Unity 3D
    - Platform: Desktop
  + A Video Website for Students Interested in Computer Science
    - Users can watch interesting CS-related videos and can also upload their own videos.
    - JavaScript/Python, Java or PHP
    - With large number of videos, take too much space and time to store.
  + Pinball
    - Like the well-know Pinball on Windows
    - Online battle
  + Multi-user Task Tool
    - Task lists for multiple users.
    - User-based application is difficult to test for now.
    - Need more features.
  + Project Management Tool
  + Bug Management
    - Not interesting.
  + Meeting Scheduler
    - When schedule a meeting, the scheduler can show the calendar of all the members in the team, easy to pick a meeting time then.
    - Need more features.
    - React is a bit challenging.
  + Language Exchange Tool
    - For instance, user A speaks Chinese and English, user B speaks English and Japanese, they can teach each other with English and learn new foreign language, like Chinese/Japanese.
  + Flight Tracker
    - Check the schedule of flights.
    - Useful for travellers and businessman.

**Key Decisions**

* **Meeting Time:**
  + Fixed update meeting: every Friday 1:00PM CS lab
  + More flexible meetings for detailed project progress.
* **Project Topic:** Unity 3D Tank Game
* **Role Assigned:**
  + Configuration Leader: Linlan Chen
  + Environment and Integration Leader: Qiwei Zheng
  + Requirement Leader: Haotian Wu
  + Design Leader: Baoxiang Yang
  + Implementation Leader: Lei Yang
  + QA Leader: Shuhan Liu

**Action Items:**

* **Determine team name.**
* **Determine name and logo of the project.**
* **Come up with detailed requirements of the project.**
* **For everyone, finish required tutorials.**
* **Find some related works, do some learning.**
* **Start to track the progress of the project on Pivotal Tracker.**