**CS673F16 Software Engineering**

**Team 1 Meeting Minutes**

**Week 6 (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:**

1. **Finish user stories**
2. **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:**

1. **Get familiar with Unity**
2. **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:**

1. **Discuss Basic Requirements**
2. **Discuss Week Plan**
3. **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.**