

# Minutes

COMMITTEE	<b>RetroGame2018s1</b>
MEETING NO.	02
DATE / TIME	06 April 2018, 12:00 – 14:00
VENUE	CSIT
ATTENDING	Longfei Zhao, Project Leader Hanshan Zhang, Technical Lead Yexiao Lin, Developer Hao He, Tester
APOLOGIES	None
OBSERVERS	None

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## Part 1. Preliminary Design of NewDots

### 1. Main Pages

A complete NewDots must have three pages, starting page, game page, and score page (see p.1 in <https://gitlab.cecs.anu.edu.au/u5976992/RetroGame2018s1/blob/master/ideas/idea.pdf>). Some points for the game are discussed as follows

- 1). Players draw lines between dots. A list needs to be implemented and maintained. The diagonal position, the same colour between two adjacent dots should be listened. If the dots are updated, a new line needs to be drawn.
- 2). If the dots with same colour touch, they must be eliminated from the screen. Which direction the new dots come from is determined by the swipe direction of the player.
- 3). Animation of the coming dots needs to be designed. The checkerboard must be updated.
- 4). Calculate the score.
- 5). Level of difficulty loads from the external.  $16 \times 16$  checkerboard. Number of different colours.

<b>Resolution</b>	Implement the points above in different pages.
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## Part 2. Sub Pages

### 2. Starting Page

The starting page must have a button of entrance that can jump to the game activity. A menu may be on the starting page that allows the player to choose different levels of difficulty. (see p.5 in <https://gitlab.cecs.anu.edu.au/u5976992/RetroGame2018s1/blob/master/ideas/idea.pdf>)

### 3. Game Page

The play activity is implemented on game page including items such as score, title, time, checkerboard, etc. There are some issues as follows:

- 1). Identify the type of operations, connecting between dots or swiping the screen.
- 2). Identify the swipe by one finger or two fingers.
- 3) dots class should be created. The field may include an array of dots. Methods may include draw, update. When the pop up dot, the animation of vanish should be displayed. Reload dots after the animation.

(see p.6-7 in <https://gitlab.cecs.anu.edu.au/u5976992/RetroGame2018s1/blob/master/ideas/idea.pdf>)

### 4. Score Page

Score activity is implemented on score page. The total score should be displayed after the game. Two buttons may be necessary, which are back (to the start page) and exit (to quit the app)

<b>Resolution</b>	Develop the prototype
<b>Action ID 03</b>	Action item description: prototype development Responsible person: Hanshan Zhang Timeframe: before next meeting, 13 April

## Part 3. Next meeting and action items

The next meeting is scheduled for 13 April 2018.

New, ongoing and completed action items are identified in the tables below for review and comment at the next meeting.

5. New and ongoing action items

Action ID	Description	Responsibility	Status	Notes
03	Develop the prototype	Hanshan Zhang	New	

6. Completed action items

Action ID	Description	Responsibility	Status	Notes
	Preliminary design	Hanshan Zhang Longfei Zhao Hao He Yexiao Lin	Completed	