Minutes

COMMITTEE	**RetroGame2018s1**
MEETING NO.	03
DATE / TIME	13 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

Part 1. Release Prototype

1. Demonstration of Prototype

The prototype demonstrates the basic logic and functions of the game as well as the UI. (see https://gitlab.cecs.anu.edu.au/u5976992/RetroGame2018s1/tree/master/ideas/prototype)

1). Start page has the title and entrance button.

2). The first few levels are teaching modes with animation instruction of how to play the game.

3). The game page has timing on the top of the screen, has total score and back button on the bottom of the screen.

4). The score page displays the total score of the game with continue button to keep playing and BacktoPlayLevel button to choose other levels.

2. Classes of Checkerboard

1). Class dot

Every dot should be an instance of the class dot, which has attributes of colour, x and y. The class has methods of disappear() and move(x, y). The move(x, y) method takes two new values of x, y to change the position of the dot.

2). Class checkerboard

There is an Array[dot] that is used to store all the dots. There is another array linelist[dot] that maintain all the drawn lines. The method onDraw() uses the dots in list Array[dot]. A listener should be used to listen the screen touch events. All lines need to be updated constantly. When the finger is not touching the screen, whether the dots should be eliminated is determined. Otherwise, an animation will be shown and the line disappear. If the line disappear, invoke elimination animations for all dots in the linelist and update the new dots to the Array[dot]. If the line to be eliminated forms a square, all dots with the same colour on the checkerboard must be eliminated.

Part 2. Plan for the Development

3. UML

An UML class diagram is needed for the development.

Resolution	UML class diagram
Action ID 04	Action item description: UML class diagram Responsible Person: Hao He Timeframe: week 7

4. Coding

Resolution	Game development
Action ID 05	Action item description: game development Responsible Person: Hanshan Zhang, Longfei Zhao, Yexiao Lin Timeframe: before week 10

5. Testing

Resolution	Debug and testing
Action ID 06	Action item description: testing Responsible Person: Hao He Timeframe: week 11

Part 3. Next meeting and action items

The next meeting is scheduled for 27 April 2018.

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

6. New and ongoing action items

Action ID	Description	Responsibility	Status	Notes
04	UML class diagram	Hao He	New	
05	Game development	Hanshan Zhang, Longfei Zhao, Yexiao Lin	New	
06	Debug and testing	Hao He	New	

7. Completed action items

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