Group Meeting No. 1

Overview

Date: Thursday, March 13, 2014
Location: McGill Redpath Library
Start time: 17:30
End time: 19:20

Attendance:
David Liu
Yike Liu
Eddy Lu   *Minute Taker*
Xuzhi Shu   *Meeting Manager*
YaHan Yang
Christopher Reny

Discussions

Multiplayer:
Implementing Player vs. Player mode as well as Computer vs. Player mode
Idea of allowing two players play on the same keyboard

Network:
Idea of allowing users play other players on different computers
Researching on how to locate IP address of one computer on another to link games

Sound files:
How to lower sound file size:
Considered implementing library to play .mp3
.wav file too large
Considered looping shorter files

Methods for creating animation images:
Changing the current spriteSheets
Using .gif instead of producing spriteSheets

Planned Responsibilities

Christopher:
Menu Design
Setting Menu
Score Menu
Player vs. Computer

YaHan:
Graphics

David:
Player vs. Player

Yike:
Stage Design

Eddy:
SpriteSheets, Gifs
javadoc
Additional Enemy Class

Xuzhi:
Organizer of entire gaming system
Every additional detail involved in creation process

Group Meeting No. 2

Overview

Date: Thursday, March 20, 2014
Location: McGill Redpath Library
Start time: 17:30
End time: 19:10

Attendance:
David Liu
Yike Liu
Eddy Lu   *Minute Taker*
Xuzhi Shu   *Meeting Manager*
YaHan Yang
Christopher Reny

Discussions

Multiplayer:

Implementation of multiplayer on both the same computer as well as different computers over a network
Researching on how to locate IP address of one computer on another to link games

Map Design:

Consideration of drawing our own map obstacles instead of finding images from the internet
Editing images to fit grid map dimensions

Planned Responsibilities

Christopher: **Yike:**

Options and settings menus, Screens   Map, Stage design

YaHan: **Eddy:**

javadoc   GameObject and Game javadoc

David: **Xuzhi:**

Network implementation   Organizer of entire gaming system
                                          Every additional detail involved in creation process

Group Meeting No. 3

Overview

Date: Thursday, March 27, 2014
Location: McGill Redpath Library
Start time: 17:30
End time: 20:00

Attendance:
David Liu
Yike Liu
Eddy Lu   *Minute Taker*
Xuzhi Shu   *Meeting Manager*
YaHan Yang
Christopher Reny

Discussions

Method of Editing Code:

Manipulating code on personal computers and pushing onto GitHub is not ideal
- causes loss of data when overriding

Decided on editing code directly on GitHub website to prevent loss of data
Group members must notify other members when changing code to prevent members from working on the same code at the same time

Problems with Network:

There is a sync problem between two players on different computers when playing on the network
Some images that are displayed on one computer may not be displayed on the other
The images may not lie on the exact gridblocks between both computers
Lag exists between computers

Problems with Artificial Intelligence:

An issue in the AI causes the game to stop functioning

Planned Responsibilities

Continuation of previously stated responsibilities

Group Meeting No. 4

Overview

Date: Wednesday, April 9, 2014
Location: McGill Redpath Library
Start time: 17:30
End time: 18:50

Attendance:
David Liu
Yike Liu
Eddy Lu   *Minute Taker*
Xuzhi Shu   *Meeting Manager*
YaHan Yang
Christopher Reny

Discussions

Discussed how previous version of game had pushing and pulling problems between computers and GitHub server
    Decided to push a completely separate version and discontinue working on original

Errors in Javadoc syntax
    Revised Javadoc documentation

Bringing a backup computer containing PowerPoint and game in case the primary computer malfunctions during the day of presentation

Arriving ten minutes early before class to setup PowerPoint presentation and load game

Planned Responsibilities

Presentation:

System Overview	**AI**
Xuzhi	David
Multiple Game Characters, Enemies and Bosses	**Player Voice Data, Growth**
YaHan	Xuzhi
Multiple Stages	**Script Handling**
Yike	Christopher
Animations	
Eddy	