Week 03 Minutes

Date	15/10/2014
Time	13:00-14:00
Participants	Paul, Cynthia, Anthony, Huayan
Recorder	Cynthia

What did we talk about?

- We showed the low-fi prototype to the user for feedback and explained part of the game design.

- The two bases are on the two sides (left and right) of the center line in the map, connected by three routes on top, bottom and the center.

- Because the map is a top-down view, the characters can just be a dot and other units can also be simple shapes.

- The most important and difficult part is the networking and client-server connection, which is the first problem we need to solve lately.

What are we going to do?

- Think about the networking issues and provide possible solutions.
- Think about the program design.