2/1/2022

Team Red

New Team Name:  What the C#

Team Members:

* Chris Johnson
* Zach Richter
* Derek Johnson
* Kevin Nguyen
* Nick Reider
* Yajat Dhawan

Team Tasks:

1. Make sure everyone’s Github is ready - maybe have a separate meeting to do it
2. Set up ICommand and make sure everyone knows how to use/implement it
3. Integration - early integration as the tasks are done - very important
   1. Make sure everyone’s code is working together
   2. Thursday meetings to integrate team code
4. Create Interfaces
   1. ICommand - done
   2. ILinkState - Zach
   3. IController - done
   4. State Pattern
   5. IItemState - Derek
   6. IEnemyState - Kevin
5. Handling Link's state transitions.
   1. State Machine
6. Code Review Doc
7. Sprint Reflections

Individual tasks are divided based on how much work is needed for each task

A Task: Requires substantial work, possibly help from others

B Task: Requires moderate amount of work

C Task: Repetitive or easier task

Individual Tasks:

1. Player controls
   1. Wasd - Link and change his facing direction -A - Chris
   2. Z and N should make Link use his sword to attack -A - Nick
   3. 1,2,3,4,etc → make Link use a different item -A - Zach
   4. E to cause Link to become damaged -A - Kevin

1. Block/Obstacle controls
   1. "t" and "y" - cycle between which block is currently being shown -A - Yajat
2. Item controls
   1. U and I should cycle between different items -A- Derek
3. Enemy/NPC
   1. "o" and "p" - cycle which enemy or npc is currently being shown -C - Kevin
4. Other Controls - quit and reset -C - Yajat
5. Create new Classes
   1. Link -B - Nick
   2. Enemy -B - Kevin
   3. Block -B - Chris
   4. Sprite Factory -B - Derek
   5. Item -B - Yajat
6. Get Sprites and appropriate Sprite Sheets -C - Derek
7. Implement keyboard input -C - zach
8. ReadMe Doc -C - Chris