CSC7053 Software Engineering Project – Artemis Lite

Group 11 – Meeting Minutes

Monday 24th January 2022 – 16:00 – Microsoft Teams Call

The following team members were present:

Richard Clarke (RC)
Maeve Higgins (MH)
Jamie Larkin (JL)
Robbie Nolan (RN)
Oisin Carlin (OC)

Task Reporting *(Summary of the progress of each team member in the last week)*

General Team Tasks

- Project Requirements and flow of events list:
  - Team members have focused on writing out requirements for project.
  - In the meeting, led by MH, we discussed each other's ideas and created a universal requirements list and, a flow of events list that group members will work from.
  - Lists are attached in Appendix 1.

Richard Clarke (Project Manager, Developer, Tester)

- RC has drafted an early Use Case/ UML diagram in draw.io and has written a requirements list.

Maeve Higgins (Project Manager, Developer, Tester)

- MH has written a main requirement and a flow of events list.

Jamie Larkin (Developer, Tester)

- JL has written game design ideas, however, has not uploaded to teams.

Robbie Nolan (Developer, Tester)

- RN has written early use case descriptions and flow of events in the table format.

Oisin Carlin (Developer, Tester)

- OC has written a requirements list and a group progress table summarising from the project brief.

Actions Planned *(Summary of the actions required of each team member for the next week)*

General Team Actions

- MH has assigned each team member three events from the flow of events list to write use cases on for next week's meeting.
- Team members are also going to discuss some questions in our advisory meeting on Tuesday.

Richard Clarke (Project Manager, Developer, Tester)

- RC has been assigned events 13-15.

Maeve Higgins (Project Manager, Developer, Tester)

- MH has been assigned events 10-12.

Jamie Larkin (Developer, Tester)

- JL has been assigned events 7-9.

Robbie Nolan (Developer, Tester)

- RN has been assigned events 1-3.

Oisin Carlin (Developer, Tester)

- OC has been assigned events 4-6.

Additional Notes

None

Appendix 1

Main Requirements List

1. The game is played in the console.
2. The game should represent simplified form of challenges (e.g. technical, logistical, financial) for the lunar mission.
3. Text interface is used to communicate with the players.
4. Simple game layout should be produced separately.
5. Menu is displayed when game is launched with various options.
    a. Can be accessed at any time during the game by typing some command.
6. The game has 2-4 players (first player decides how many players).
7. All players enter a name which is stored for the duration of the game.
8. When a player passes the “start” square they are assigned a set balance of resources.
    a. This increases every time they pass “start” or accept “rent” off another player.
    b. This decreases every time they buy/ “rent” an element (square) or when they develop an element of a system they own.
9. Each player takes a turn (first turn a randomly generated order subsequent turns the same as first).
    a. Player “throws” two dice.
    b. The player is told what square they land on, and appropriate description.
    c. If the square is open, they have the option to buy it.
        i. If the current player chooses not to buy it is offered to the other players (who chooses who it is offered to?)
    d. If the square is owned, the owner of the square can choose whether or not to accept “rent” payment.
        i. Rent value for an element is determined by the level of development.
    e. If the current player owns a complete system, they can choose to develop any elements within that system, regardless of where on the board they’re positioned.
    f. Three developments equal a major development.
    g. The player chooses to ends their turn.
    h. The players new “balance” is displayed.
10. Each player turn is repeated until the game is over.
11. There are four “systems”.
    a. Two consisting of 3 elements (adjacent squares).
    b. Two consisting of 2 elements (adjacent squares).
        i. One of these systems is the most expensive to buy and develop the other is the cheapest.
12. There is a “blank” square where nothing happens.
13. A player may develop one element fully before developing the others.
14. There is a total of 12 squares.
15. When all systems are fully developed an epilogue is displayed.
16. When the game is finished the state of play is displayed.

Flow of Events List

1. Player launches the game in the console.

2. Menu is displayed.
3. Player chooses menu option.
    a. How to play/ IFU/ Game info…
    b. Player starts the game.
4. Player is prompted for/ enters the total number of players
    a. 2-4 players entered as an integer. If outside range or wrong data type error message displayed and player asked again.
5. Player is asked to enter each player name in turn.
    a. If any name is already in use in the current game error message is displayed and player asked to enter a new name.
6. Order of players is displayed/ generated.
7. Player is asked to "roll two dice".
    a. Player rolls the dice.
    b. Dice value is displayed.
8. Player is told what square they land on.
    a. The status of the square is displayed.
        i. Available for purchase and how much to buy and how much to develop.
        ii. Owned and rent cost.
9. Player resources is displayed – when should this occur?
10. Player makes a decision.
    a. If square is available, the player is asked if they want to purchase it.
        i. If they do the appropriate resources are deducted and remaining resources displayed.
        ii. If not, no resources are changed, and the square is offered to another player. (Open to anyone at that time/ offered to a random player/ left open for another player to land on).
    b. If the square is owned by another player that player is asked if they want to enforce the rental payment.
        i. If they do the appropriate resources are deducted from the current player and added to the owner.
        ii. If not, no resources are changed.
    c. If the player owns a complete system, they have the option to develop any element within that system.
        i. If they develop an element the appropriate resources are deducted and remaining resources displayed.
        ii. If not, no resources are changed.
11. Once all options are presented and answered by the player they are asked if they are finished their turn.
12. Steps 7-11 are repeated for each player in order displayed in step 6 until game over.
13. Game over occurs if any of the following conditions are met.
    a. A player leaves the game.
    b. A player runs out of resources.
    c. All systems are fully developed, and Artemis has been launched.
        i. If Artemis is launched an appropriate epilogue is displayed.

14. Once game is over the state of play is displayed.
15. Players are asked if they want to play again or quit.
    a. If play, again steps 2-16 are repeated.
    b. If quit, game exits.