Meeting 1/23/19

In Attendance today: Katie Moutafis, Caitlyn Landrum, Jahwaan Crews, Alberto Ceballos, Angelo Teoxon, Zach Kucharz, Steve Smith, Jacob McCauley

A map would be implementing Google Maps API (limits us to only doing routing and nothing else) or developing our own Maps type thing (means we must develop the map and all the nodes, not scalable without creating all of this for every single campus). Our next idea was to try and implement Fog (universal game launcher), but that quickly got nixed due to the fact that no one has done it yet which would be a good indication that there is proprietary behind the scenes operations that prevent this from happening. Because of this we are doing a game.

Name of the game has yet to be determined, but the following is what we would need to build a basic game.

Functional Requirements:

* Movement System
  + Read Tap
  + Transition Movement
* Dialog System
  + Print each character with time delay
  + Transition dialog menu
  + Click to instant
* Path Finding System
  + A\* algorithm
  + Get Point
  + Set Point
* Scene Management System
  + Store position
  + Trigger
  + Start transition
  + Load scene
  + Preload scene(?)
* Inventory System (Database)
  + Add Item
  + Remove Item
  + Sorting (various things)
  + Filter (type)
  + Equip
  + Drag/Drop
* Quest System
  + Get Quest
  + Abandon Quest
  + Quest Progress
  + Pointer (go somewhere over here)
  + Finish Quest
* Building Management System
  + Place Item
  + Pick up Item
  + Remove Item
  + Toggle Build mode
  + Building Expand
* Camera System
  + Follow Player
  + Pinch Zoom in/ Zoom out
  + Screen shake
  + Camera transition
* Save/Load
  + Serialize data
  + Save
  + Load
  + Encrypt
  + Decrypt
* Options System
  + Change Volume
  + Toggle Music
  + Save/Load
  + Return to Main Menu
  + Toggle Pause
* User System
  + Name
  + Keep Date/Time
* Study System
  + Add Exp
* Calendar System
  + Next Day
  + Show Calendar

Possible start to a story line

SHSU : 2018

Character : Student or Dog

NPC : Teacher/Other Student

Goal : Graduate

Test – Study – Get Books – Take Notes

Project – Finish – Work – Find Group

Class – Answer Questions – Go To Class

Homework – Do Homework