Weekly Meeting 3

Friday, 22.01.2016

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Attendees

Dan Eng
George Paravantes
Rob Robson
Diana Alexander
Prannoy Tank
Suhn Kim
Wei
Zeng Zhipeng

Agenda

Review of UI

Potential additional team member - George

Project Plan / Timesheets

Next meeting

Technology plat-form

Notes

- The output of our software can be realised in different ways; movies, interactive story book and etc. The software doesn't have to be limited to only game design tool although game design is the primal purpose. Our ultimate goal is to make a tool with which non-technical people such as artists, writers can create games.

  Dan: Lost in Horizon can be a good example

- George: Stories produced by this software will be a nodebase type, our challenge is to visualize the nodes and flows

  We need interface like those drag-and-drop game developing tools

- Rob: uploaded documents into Git repository including
  - Gantt chart

    Job Assigned;

    > Requirement gathering using Use Case - George, Diana, Prannoy

    > UI Design (drawings) - George, Suhn, Wei

    > UI Technology (including Dragula) Investigation - Zhipeng

    > UI drawing scanning - Rob

    In the chart, this week is considered Week 1, last week is Week 0
  - StoryBook Component Description

    This document is subject to change, still in progress

- Technology we might use
  - J2EE
  - Session bean model
  - Dragula

- Capstone Show-case
  - Date : March 8th
  - We might need to come up with implementation focusing more on complete front-end and minimum back-end logic (persistency, serialization)

Action Items

1. Finish Git repository setting
2. Requirement gathering (Diana, Prannoy, George)
3. UI Design (George, Suhn, Wei)
4. UI Technology Investigation (Zhipeng)
5. MVP (Rob)

Next Meeting Agenda Items

1. Report the status of visual design (Suhn)
2. Requirements with Use Cases (Diana)
3. UI Technology (Zhipeng)
4. MVP (Rob)
5. Begin architecture building