Weekly Meeting 6

Friday, 12.02.2016

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Attendees

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

Agenda

The status of UI implementation

The status of architecture design

The status of presentation preparation

Logo design, team name

Show-case scope concerns: Summary and Data structure

Meeting on the reading week

Notes

- Zhipeng, Wei's demonstration of Login, Playground, Project list screen
  - Login page: the logo will be altered later
  - Playground
    - Challenge - how to show multiple timelines and branches
  - The JS library not supported by iOS
    - We need to consider features as 'must-have' and 'nice to have'
    - Features supported by mobile devices should be 'nice to have'

- Thoughts on Character screen
  - Artists will like to layout possibilities of the character look based on descriptions
  - They may have multiple models for each character

- Spring MVC will be used

- Rob's demonstrated the new version of XML
  - Rob and Prannoy will start from this new version
  - Collection of global variables will be integrated with HashMap
    - Most of them will be accessed by id - unique identifier
    - The unique identifier will be the primary key in the DB
    - ID generator is needed
  - Summary - collection of summaries
    - It needs to be linearly accessed for higher speed
    - Use ArrayList
  - Layout definition - how you want it to appear on the screen, placing screen elements
  - Script definition - this is to convert our product into a game

    We can ignore this part for now

- ○ Scene definition - includes object element, its name will be connected with the game engine
- ○ Callout - popup text
- ○ Dialogue - 'statement' has been included

- ● Summary screen design
  - ○ Summary screen will be included in the show-case demonstration
  - ○ Hiren's sketch for Summary is not quite what we need, it has limit to design multiple branches
  - ○ Ideas
    - ■ Creating summaries from Timeline bar of Scene screen?
    - ■ Displaying multiple branches within the Timeline using drop-down?
    - ■ Zooming can be effective but difficult to implement
  - ○ For the showcase, let's use Rob's design for Summary screen
  - ○ For ultimate branches design, we could ask George and Hiren
    e.g GridIron Flow has a feature what we could use for connecting branches
  - ○ Consider UI design principles - consistency

- ● Importance of time tracking
  In a real project, it's used to determine payment, credits

- ● The status of architecture design
  - ○ The architecture diagram has been changed based on an advice; Spring -> Spring MVC
  - ○ Zhipeng will design the front-end
  - ○ Prannoy will design the back-end to support the front-end

- ● The status of presentation preparation
  - ○ Logo design and deciding team name is still in process
  - ○ Hand-out is ready
    - ■ putting the project into a story

- ■ Screen shots
  - ○ Before the actual showcase, demonstration to professors is scheduled on March 3rd

- ● Meeting next week

  February 19th (Fri) at 10:00am

Action Items

1. Implementation of Character definition screen (Wei)
2. Completion of data structure design (Prannoy)
3. Architecture design update (Prannoy)
4. Implementation of Summary screen (Zhipeng)
5. Continuing on presentation preparation (Diana)
6. Bringing his camera (Rob)

Next Meeting Agenda Items

1. Report the status of UI implementation (Wei, Zhipeng)
2. Report the status of architecture design, data-structure design (Prannoy)
3. Report the status of presentation preparation (Diana)
4. Begin server side design