EEE507J2 – OBJECT ORIENTED PROGRAMMING

MINI PROJECT MEETING – WEEK 6

AGENDA

1. Lead Programmer- Jeremy Eastwood-Smyth

Secretary- Conan McIlkenny

1. Attendance- Jeremy Eastwood-Smyth, Conan McIlkenny, Jordan McMullan, Theo De Groot, Cathal O’Callaghan
2. Initial ideas, pacman style game, battleships, “Cat game”, RPG style game, ATM idea (Store money, take out money using a menu system)

Ascii graphics/import sprites potentially.

1. Fun to play, rewarding as a project to finish, aim to have project idea settled by next week(wk 7). Meet weekly to work on it as well as minute meetings to discuss issues.
2. Menus, Map, Characters, Enemy Ai, Controls, Items, Other Logic
3. Theo-Maps, Jeremy-Logic/Ai, Jordan-Menu, Conan-Items, Cathal-Controls/Characters
4. Need a way to display character and access character stats, define movement or controls, need a way to define “damage” or how effects will work across different files. How to create characters, how will menu work? Will it be needed across each file?