# October 29, 2014

## Discussion Points

* Adriano gave a quick demonstration of his progress with the pygame implementation of the game.
  + Adriano discussed some minor issues with keyboard movement (for example, moving right then up quickly won’t quite work as intended).
  + Adriano briefly went over the overall structure of his code.
* Steven and Adriano decided that the platform for the game would be pygame and not Torque 2D, since Adriano seems to have made more progress with learning how it works.
* Steven discussed how we could expand on what Adriano has done so far, and cited the minigame Animal Crossing: Sweet Day as inspiration.
  + [YouTube gameplay video.](https://www.youtube.com/watch?v=OlaKJs9AsIw)
  + [Wikia link.](http://animalcrossing.wikia.com/wiki/Animal_Crossing:_Sweet_Day)

## Current Items

* Adriano will work on removing the grid and transitioning from arrow key movement to mouse clicking movement (at any angle).
* Steven will work on getting used to the Python implementation and will work towards implementing a moving camera with larger maps.

## Future Items

* We want to be able to throw acorns (charged up by right clicking).
* We want to implement very simple enemy AI (pacing back and forth).
* When an acorn hits an enemy, acorns should scatter (like Sonic?).

# November 26, 2014

## Discussion Points

* Adriano finished implementing mouse click movement at any angle.
* Adriano walked Steven through his code, demonstrating the overall flow of control and structure (for example, [the Component design pattern](http://gameprogrammingpatterns.com/component.html)).
* Steven demonstrated his client/server code as well as his plan to integrate it with the game more generally (Adriano suggested [a link that might help](http://gafferongames.com/networking-for-game-programmers/what-every-programmer-needs-to-know-about-game-networking/)).
* Steven discussed [how he plans to implement camera tracking](http://stackoverflow.com/questions/14354171/add-scrolling-to-a-platformer-in-pygame), hoping to use this as an opportunity to get accustomed to the Python implementation.

## Current Items

* Adriano will work on being able to throw acorns and will try implementing very simple enemy AI (pacing back and forth).
* Steven will work on implementing camera tracking and will continue to investigate how to implement multiplayer via networking.

## Future Items

* We want to be able to charge up each acorn throw by holding down the right mouse button.
* We want to be able to hit enemies with acorns and cause their acorns to scatter.
* We want to be able to send messages between client and server from different machines.