“Five Guys” Team Meeting 1 – 11/6/19

ATTENDEES: Rob, Qui, Afnan, Cameron, Beau, Cole

LOCATION: Spahr Auditorium (Eaton 2)

* Discussed the list of upcoming features:
  + Clicking on “FIGHT” brings up a new “pop-up” TextSurface overlaid ON TOP of the Battle Menu Options TextSurface
    - In the new “pop-up” TextSurface, Player 1 is given four buttons for ATTACK options that are specific to each individual Progmon
      * Each ATTACK has specific stats such as Damage and Accuracy
        + ATTACKs go in each Progmon’s class file
  + Implement more Progmon to play the game as
    - Each Progmon needs their own custom sprite to display in the game
    - Each Progmon has their own class file with specific stats such as MaxHealth, CurrentHealth, Attack, Defense, and Speed
  + Clicking on “BAG” brings up a new “pop-up” TextSurface overlaid ON TOP of the Battle Menu Options TextSurface
    - In the new “pop-up” TextSurface, Player 1 is given four buttons for ITEM options that are given to both Player’s at the beginning of the game
      * Health Potion, Attack Buff, Defense Buff, ???
  + Clicking on “PROGMON” brings up a new “pop-up” MessageBox that allows Player 1 to change their Progmon in the middle of a battle
    - In the new “pop-up” MessageBox, Player 1 is displayed all possible Progmon they can switch to play as
      * Sprite handling in the “pop-up” MessageBox (???)
  + Battle Animations between the two fighting Progmon
    - More sprites for Front/Back of Progmon (perspective based)
  + When a battle ends, display a “pop-up” MessageBox saying who won and possibly display some game statistics
    - Could also display a sprite of the Progmon that won
    - Could give Player 1 buttons to QUIT the game or RETURN TO startScreen
  + Sprites for BACKGROUNDS of ALL screens
    - startScreen + fightScreen
  + Visual Progmon Health bar for MaxHealth and CurrentHealth
    - Need to have upper and lower limits for health
  + Sound Effects
  + Battle Feedback Display (pop-up TextSurface in bottomLeft corner of fightScreen)
  + Cheat Mode: Instant Kill, Max Health, God Mode (???)
  + Could implement multiple AI difficulty levels (???)
  + Keyboard-Based User Input (???)

“Five Guys” Team Meeting 2 – 11/8/19

ATTENDEES: Rob, Qui, Afnan, Cameron

LOCATION: Spahr Auditorium (Eaton 2)

Rob:

* Battle Feedback Display(s) ~~ message boxes
* Clicking on “FIGHT” brings up a new “pop-up” TextSurface overlaid ON TOP of the Battle Menu Options TextSurface
  + In the new “pop-up” TextSurface, Player 1 is given four buttons for ATTACK options that are specific to each individual Progmon
* Help w/ Test Suite
* Clicking on “BAG” brings up a new “pop-up” TextSurface overlaid ON TOP of the Battle Menu Options TextSurface
  + In the new “pop-up” TextSurface, Player 1 is given four buttons for ITEM options that are given to both Player’s at the beginning of the game
    - Health Potion, Attack Buff, Defense Buff, ???
* Clicking on “PROGMON” brings up a new “pop-up” MessageBox that allows Player 1 to change their Progmon in the middle of a battle
  + In the new “pop-up” MessageBox, Player 1 is displayed all possible Progmon they can switch to play as
    - Sprite handling in the “pop-up” MessageBox (???)

Afnan:

* Implement more Progmon to play the game as (custom sprites)
  + Each Progmon has their own class file with specific stats such as MaxHealth, CurrentHealth, Attack, Defense, and Speed
* Implement more Items to use during the game
* Help with Test Suite

Beau:

* Help w/ Test Suite
* AIAttack and AITurn functionality
* Help w/ “PROGMON” switching

Cameron/Cole/Qui:

* Battle Animations between the two fighting Progmon
  + More sprites for Front/Back of Progmon (perspective based)
* When a battle ends, display a “pop-up” MessageBox saying who won and possibly display some game statistics
  + Could also display a sprite of the Progmon that won
  + Could give Player 1 buttons to QUIT the game or RETURN TO startScreen
* Sprites for BACKGROUNDS of ALL screens
  + startScreen + fightScreen + gameOverScreen (?)
* Visual Progmon Health bar for MaxHealth and CurrentHealth
  + Need to have upper and lower limits for health
* Sound Effects

EVERYONE:

* DOCUMENTATION AND OTHER ARTIFACTS (!!!)

“Five Guys” Team Meeting 3 – 11/13/19

ATTENDEES: Rob, Qui, Beau

LOCATION: Spahr Auditorium (Eaton 2)

* Afnan is going to create and code the waterTurtle.py class with four individual attacks
  + Also implementing 3 more items into each Player’s BAG to use throughout the Game
    - Health Potion – heal for 30 HP
    - Stat Boost – has ability to stun enemy w/ attack
    - Defense Boost
* Beau is creating an abstract progmon.py class to handle all of our Progmon
  + We are leaving the individual Progmon classes in our Repo for documentation purposes
* Qui is going to be working on the End Screen
  + Implement buttons for Player selection
    - Quit
    - return to start screen
    - display stats of the Player’s battle
* Rob is going to work on updating the Player 1’s Message Box for turn by turn messages
  + PROGMON\_NAME used PROGMON\_ATTACK!
  + PROGMON\_ATTACK did ATTACK\_DAMAGE!
  + PROGMON\_ATTACK missed!
  + Player AI’s PROGMON\_NAME fainted. You win!
  + Player 1’s PROGMON\_NAME fainted. You lose!
* Still to be done:
  + endScreen
    - battle statistics
    - buttons
  + background sprites
    - different for all screens (3)
  + more progmon sprites
    - 2 more Progmon
  + sound effects
  + Progmon switching
  + documentation

“Five Guys” Team Meeting 4 – 11/15/19

ATTENDEES: Rob, Qui, Afnan

LOCATION: Spahr Auditorium (Eaton 2)

* Upcoming Features:
  + Progmon Switching
    - maintain currentHealth on old Progmon after switching to new Progmon
  + 4 Total Items in the BAG
    - stat boost, defense boost, health potion, ???
  + 4 (or more) Progmon to play as
    - ElectricCat
    - FireDragon
    - WaterTurtle
    - FinalBoss
      * need sprites for the last two
  + Background Sprites for each screen
    - startScreen
    - fightScreen
    - endScreen
  + Sound Effects
  + Battle Animations
    - Hit Markers
    - Possible Attack animations when using an attack
  + Updating MessageBox after each turn
    - Need to figure out how to display the message long enough for Player 1 to read it
  + EndScreen
    - Needs Buttons
      * return to start screen and play again
      * quit game
    - Needs battle statistics
      * percent hit/miss
      * total attacks
      * items used
      * damage dealt
      * damage taken
      * total number of turns
* Game is in a semi-playable state, lots of bugs have been documented and are slowly being fixed
  + On Sunday, the 17, game is in an entirely playable state... great position to be in for the practice demo during Monday’s lecture

“Five Guys” Team Meeting 5 – 11/18/19

ATTENDEES: Rob, Qui, Afnan, Cameron, Beau, Cole

LOCATION: Spahr Auditorium (Eaton 2)

* Practice demo went spectacularly, Dr. Gibbons gave us the “smiley face of approval”
* still to be done
  + progmon switching for both players
  + final boss progmon
  + end screen
  + test suite
  + fourth bag item
  + sound effects
  + hit markers
  + updated documentation
    - product backlog
    - html documentation
    - UML diagrams
      * state diagrams
      * use-case diagrams
      * class diagrams
    - meeting logs
    - gantt chart
      * project 4 tasks
    - bug list
    - users manual
    - deployment plan
    - maintenance plan
* goal is to have all code finished by SATURDAY of this week so that we can begin work on all of the documentation and not be in a rush to get it completed