“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 (!!!)