“Five Guys” Team Meeting 1 – 10/23/19

ATTENDEES: Rob, Qui, Afnan, Cameron, Beau

LOCATION: Spahr Auditorium (Eaton 2)

* Brainstorm ideas for project 3
  + find overlap (venn diagram) of everyone’s ideas
  + rubric is not posted yet, but ideas can still be made!!
    - DO SOMETHING THAT EVERYONE IS ENTHUSIASTIC ABOUT
    - MAKE IT A FUN PROJECT
      * WHATEVER YOU WANT TO MAKE, YOU CAN MAKE
        + LIKE IT AS A TEAM
* project 3 and 4 our up to the team to pick a project idea/topic
  + game?
    - platformer
      * 2D NOT 3D (NO unity/unreal engine please)
    - pokemon?
      * would have to be very simple
  + mobile app?
    - new and better uber
    - weather app
    - app to report tractors on the road (like Waze)
  + **beat maker w/ guitar, drums/drum pad/drum kits, keyboard/piano, etc**
    - **simple webpage**
    - **would have to be able to make multiple layers per track**
  + what fruit is this?
    - with pictures
    - can we handle images of people?
    - IBM WATSON ???
      * visual recognition model

“Five Guys” Team Meeting 2 – 10/25/19

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

LOCATION: Spahr Auditorium (Eaton 2)

* Brainstorm ideas for project 3 (must also work for project 4)
  + beat maker w/ guitar, drums/drum pad/drum kits, keyboard/piano, etc
    - simple webpage
    - would have to be able to make multiple layers per track
      * how would we handle editing tracks after creating them?
      * how would we handle storing sounds?
  + Sorting Algorithm Visualizer on webpage
    - visualgo.net
    - **pokemon?**
      * **would have to be very simple**
      * **pygame pokemon**
      * **maybe use game maker studio?**
      * **have just fighting scenes w/o a moving camera**
        + **choose who your pokemon is and who you are fighting**
        + **only fighting scene (FIGHT, BAG, POKEMON, RUN)**

**need to have stats for each pokemon**

**would be really cool to have ability**

**pokeapi.co (need damage stats)**

* + - * **PROTOTYPE:**
        + **would only need the screen and 2 pokemon**
        + **each pokemon would get their own class**

**picutres**

**moves (damage)**

**health**

**current damage**

**defense moves & stats**

* + - * + **DOCUMENTATION**

**Pokemon class for each Pokemon**

**stores pokemons data (name,moves,stats,health)**

**Player class**

**player 1 vs player 2**

**handle turns same way as Battleship 2 project**

**player class can handle choosing pokemon**

**main would create 2 players (player1 & player2)**

* + - * + **rewrite project 2 code to run smoother**

**maybe not use gameStates unless we have to**

“Five Guys” Team Meeting 3 – 10/30/19

ATTENDEES: Rob, Qui, Afnan, Beau, Cole

LOCATION: Spahr Auditorium (Eaton 2) & via Phone AFTER class

* As a group we settled on the idea to create a Pokemon battle simulator (later changed to be a pokemon battle simulator parody due to copyright issues with names, sprites, and the game in general)
  + Using Python 3.7.4 w/ PyGame 1.9.6
  + Progmon
    - Electric Cat
      * Attacks: 4 of them... TBD
      * Stats: Health, Attack
        + Will implement more for Project 4
    - Fire Dragon
      * Attacks: 4 of them... TBD
      * Stats: Health, Attack
        + Will implement more for Project 4
    - Will be adding more Progmon for Project 4
    - Game is heavily GUI based
    - Attempted to avoid using Game States to create the game, but ended up having to use them anyway due to method of implementation for the main game loop
* Member Tasks (loose):
  + Austin – Implementation of Progmon attacks/moves
  + Beau – Creation and implementation of Progmon classes to handle invididual characters + sprite creation
  + Cameron – heavy focus on Scrum Artifacts Documentation
  + Cole – heavy focus on Gantt Chart Documentation
  + Qui – heavy focus on UML Documentation
  + Rob – GUI Programming for start/fight screens and Code Documentation (main.py)
* As of meeting in class, Start Screen has been completely implemented
* As of talking over phone later in evening, Fight Screen has been mostly implemented
* Sprites need to be created and uploaded to GitHub
  + Might implement multi-directional sprites for Project 4
  + Might create and implement background sprites for both start and fight screens for Project 4
  + Implement more Characters for Project 4
  + Could add sound effects for Project 4?
* Need to figure out how to handle AI’s decision-making strategies before we demo Project 3
* Update group members regularly on the work we get done to help make Documentation easier for the group

“Five Guys” Team Meeting 4 – 11/3/19

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

LOCATION: Over the Phone

* Decided to make the attack choices for the prototype be randomly selected
  + Added player move select functionality
  + will be given a new menu to select from for project 4
    - thinking either a pop up message box
      * <https://www.reddit.com/r/pygame/comments/apjikj/pygame_message_boxes/>
      * tkinter (drop down, checkbox, radio, input, etc ???)
* Added a prompt message box to fight screen to display initial messages to player
* Created Progmon Objects and began interacting with them
* Simplified global variables throughout main.py
  + helped w/ bug fixing
* Game reached a playable state without the use of the bag or AITurn()
  + Decided to run the player’s turn through the buttons so that the AITurn() function could be utilized
    - not using playerTurn() currently
* Completed the UML diagrams and pushed those to GitHub
* Progmon classes were updated to handle changes to their current health values
  + Need to set bounds for a Progmon’s health
* Displayed selected Progmon’s health on fight screen
  + Got the health value to update with each turn
    - had to implement delays to slow program down, otherwise it would run too fast to be able to see what was going on due to multiple button clicks being detected at once
* Did documentation for firedragon.py and electricCat.py
  + used Sphinx to do HTML documentation generation
* Fixed Player1’s Progmon not fainting issue
* Added Gantt Chart to GitHub
  + updates made to document
* Added Product Backlog and Sprint Backlog to GitHub
* Added Meeting Logs to GitHub