“Five Guys” Team Meeting 1 – 9/27/19

ATTENDEES: Rob, Qui, Afnan/Austin, Cole

LOCATION: Spahr Auditorium (Eaton 2)

* Need to figure out documentation method
* Team meetings can occur via Discord or in-person
* Afnan/Austin, Beau, and Rob will focus on AI portion of project
* Qui, Cole, and Cameron will focus on implementing new features into the project
  + Qui is likely going to be adding a scoring system
    - Hit percentage
    - Miss percentage
* Need to familiarize ourselves with the code-base we have inherited
* Need to familiarize ourselves with Python3.7.4 and PyGame
* Need to fix the inherited code-base to adhere to traditional rules of Battleship
  + Player should NOT get to attack repeatedly after hitting an opposing players ship

“Five Guys” Team Meeting 2 – 9/30/19

ATTENDEES: Rob, Qui, Afnan/Austin, Beau

LOCATION: Spahr Auditorium (Eaton 2)

* New additions/features + confirmation with Dr. Gibbons (COMPLETED)
  + Qui : Scoreboard
  + Cole : If you sink a ship, you can move one of your ships (BE CAREFUL TO NOT RUIN A GAMEBOARD)
  + Cameron : Sound Effects (MAKE SURE TO HAVE WORKS CITED)
  + Austin : Special Shot (Nuke / 3x3 attack)
* Talk with group about when we can meet in-person and our upcoming schedules
  + Beau is gone 10/11-10/13
  + Austin is gone 10/11-10/15
  + Qui is studying for exams (no vacation)
  + Rob has not made plans yet (might go on vacation)
* Need to familiarize ourselves with the code-base we have inherited
* Need to familiarize ourselves with Python3.7.4 and PyGame
* Need to fix the inherited code-base to adhere to traditional rules of Battleship
  + Player should NOT get to attack repeatedly after hitting an opposing players ship
* AI will use new game-state (Rob, Beau, Austin)
  + EasyAI / MediumAI / HardAI
* ALL : Fix game rules
  + should NOT get to fire again after getting a successful HIT
* Should either ask previous group if they drew out any diagrams for describing their code or make our own (Use-Case Model, Class-Diagram Model, Class Concepts, etc)

“Five Guys” Team Meeting 3 – 10/2/19

ATTENDEES: Rob, Qui, Beau, Cole

LOCATION: Spahr Auditorium (Eaton 2)

* Talk with group about when we can meet in-person and our upcoming schedules
  + Beau is gone 10/11-10/13
  + Austin is gone 10/11-10/15
  + Qui is studying for exams (no vacation)
  + Rob has not made plans yet (might go on vacation)
* Need to familiarize ourselves with the code-base we have inherited
* Need to familiarize ourselves with Python3.7.4 and PyGame
* Need to fix the inherited code-base to adhere to traditional rules of Battleship
  + Player should NOT get to attack repeatedly after hitting an opposing players ship
* AI will use new game-state (Rob, Beau, Austin)
  + EasyAI / MediumAI / HardAI
* ALL : Fix game rules
  + should NOT get to fire again after getting a successful HIT
* Should either ask previous group if they drew out any diagrams for describing their code or make our own (Use-Case Model, Class-Diagram Model, Class Concepts, etc)
* Austin, Beau, and Rob come to lecture on Friday with an understanding of our inherited code-base so that we can start to plan what we have to do.
* Qui will be at Engineering from 11am-6pm tomorrow
* Let’s get some work done on Friday (PLANNING)
* Make UML Class-Diagram for each file in the inherited code-base
* FRIDAY FUN DAY ON 10/4
  + TEAM BASED ACTIVITY