

# Agenda for meeting on 09-09-2020

Project: 2-1 Play it!

Date: 08/09/2020

Group number: 5

Group members: Aaron Schapira, Ivan Poliakov, Clement Detry, Loris Podevyn, Mathias Yap, Adele Imparato, Guillaume Thirion

Chair: Mathias

Secretary: Adele

1. Opening at 15:00
2. State of the project
  - a. Completed tasks/milestones: brief UML
  - b. In progress: the game skeleton
3. Planning
  - a. Things to finish before the next meeting: the game engine, in-game GUI with at least basic graphics, playable game though movement GUI
  - b. In progress before next meeting: Menu GUI, advanced graphics for the board and marbles (hovering, etc)
  - c. We have meetings twice a week
  - d. Planning of the complete phase

| Description   | Who?                    | 13-Sep | 20-Sep | 27-Sep | 04-Oct | 11-Oct | 18-Oct | Extended description                     |
|---|-------------------------|--------|--------|--------|--------|--------|--------|--|
| <b>MAJOR BUILDS/ MILESTONES</b>                               |                         |        |        |        |        |        |        |  |
| Abalon Game   |                         |        |        |        |        |        |        |  |
| AI  |                         |        |        |        |        |        |        |  |
| Advanced AI   |                         |        |        |        |        |        |        |  |
| <b>Report</b>   |                         |        |        |        |        |        |        |  |
| Looking for ideas for the research that could be done with AI | All                     |        |        |        |        |        |        |  |
| <b>Bot</b>  |                         |        |        |        |        |        |        |  |
| Research on AI techniques for phases 2 & 3                    | All                     |        |        |        |        |        |        |  |
| <b>Game mechanic</b>  |                         |        |        |        |        |        |        |  |
| UML+initialization  | All                     |        |        |        |        |        |        |  |
| Game Engine (processes the game following the rules)          | Mathias + Loris + Adele |        |        |        |        |        |        | In progress, established main components |
| Player Move listener: marbles selection                       | Mathias + Loris         |        |        |        |        |        |        |  |
| Player Move listener: marbles motion                          | Mathias + Loris         |        |        |        |        |        |        |  |
| <b>GUI</b>  |                         |        |        |        |        |        |        |  |
| Menu bar / Menu GUI   | Clement + Guillaume     |        |        |        |        |        |        |  |
| Move GUI  | Mathias + Loris         |        |        |        |        |        |        |  |
| GUI library research  | Aaron + Adele + Ivan    |        |        |        |        |        |        |  |
| <b>Advanced Graphics</b>                                      |                         |        |        |        |        |        |        |  |
| Marbles regular graphics                                      | Aaron + Adele + Ivan    |        |        |        |        |        |        |  |
| Board regular graphics  | Aaron + Adele + Ivan    |        |        |        |        |        |        |  |
| Marbles hovering  | Aaron + Adele + Ivan    |        |        |        |        |        |        |  |
| Marbles selection   | Aaron + Adele + Ivan    |        |        |        |        |        |        |  |
| Board hovering  | Aaron + Adele + Ivan    |        |        |        |        |        |        |  |
| Board selection   | Aaron + Adele + Ivan    |        |        |        |        |        |        |  |
| <b>Legend</b>   |                         |        |        |        |        |        |        |  |
| Finished on time  |                         |        |        |        |        |        |        |  |
| Finished earlier than planned                                 |                         |        |        |        |        |        |        |  |
| Critically behind on schedule                                 |                         |        |        |        |        |        |        |  |
| Acceptable duration   |                         |        |        |        |        |        |        |  |
| Disaster  |                         |        |        |        |        |        |        |  |
| Have something ready, even though it's not optimal            |                         |        |        |        |        |        |        |  |
| Slightly behind   |                         |        |        |        |        |        |        |  |
| Requires extra attention                                      |                         |        |        |        |        |        |        |  |

4. Any other business (2 minutes)
  - a. From group: -
  - b. From tutor:
5. Chair/Secretary for the next meeting. Chair: Aaron, secretary: Ivan
6. Closing at 15:15