Group Meeting Documentation

Search for “(group)” in the time log to find meeting documentation as they were recorded in the time log.

For convenience, here are the entries pulled out from the time log:

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| Date | Start | End | Tasks Accomplished | Notes/For next time | Hours Spent |
| 3/2/13 | 4:00 PM | 6:00 PM | 1. Hashed out final details for the project  2. Watched several tutorial videos on SDL, including: <http://www.youtube.com/watch?v=HgbEE_8VyNA>  <http://www.youtube.com/watch?v=HgbEE_8VyNA>  <http://www.youtube.com/watch?v=QvI5qNTMb3g>  - All assigned task of researching more into SDL, graphics, and video game design | 1. Establish the classes | 2 (Group: Sofyan and Dan) |
| 3/10/13 | 1:00 PM | 4:00 PM | 1. Created the templates for the classes we'll probably need for the project  2. Implemented an SDL-created window that responds to exit event  3. Drew the map (final destination) onto the screen  - More research assigned to all | 1. Figure out how to implement SDL in other locations besides main  2. Establish a menu screen | 3 (Group: Sofyan and Dan) |
| 3/18/13 | 5:00 PM | 8:00 PM | 1. Created entry screen (screen that translates to another screen that will probably be the champ select and then menu screens)  2. Worked on the HitBox and BaseCharacter Classes, including the move and jump functions.  -For the hitbox we will use composition where every object will have a hitbox, which is synonymous with its length and width  - Chan assigned further exploration into the hitbox mechanic  - Sofyan assigned task of finding sprites for the game  - All assigned still assigned task of further research | Our efforts at using composition for the hitboxes caused some problems, but Chan continued working on it | 3 (Group:: Sofyan, Chan, and Dan) |
| 3/25/13 | 5:00 PM | 7:00 PM | - Combine our code into one program (merge)  - Rather than using individual files for the animation , we decide on using a sprite sheet  - Sofyan assigned task of establishing animation logic  - Chan assigned task of establishing framework for the classes to take (inheritance hierarchy, etc) |  | 2 (Group: Sofyan and Chan) |
| 4/4/13 | 6:00 PM | 9:00 PM | - Entity class to identify and create all items on screen was produced  - Chan assigned task of expanding on his inheritance hierarchy to further fit the game  - Dan continued working on the sprite sheets and began framerate code  - Sofyan created the Projectile class along with its basic functionalities of shooting projectiles |  | 3 (Group: Sofyan, Chan, and Dan) |
| 4/18/13 | 8:00 PM | 10:00 PM | - Group Meeting  - Reviewed champion and map select logic Chan established, will implement onto actual graphics soon  - Discussed new logic for Megaman's sword. We will have a melee class in which all characters will use a special weapon  - Health logic established and will be implemented by Chan.  - Recoil and new melee logic will be implemented by Sofyan.  - Current melee logic stored away to prepare for the two branches that will be established. |  | 2 (Group: Sofyan and Chan) |
| 4/22/13 | 7:00 PM | 11:00 PM | - Merge Code  - Work on and rehearse presentation  - Chan assigned task of improving melee to have a “ghosting” feature  - Sofyan assigned task of researching and establishing audio as well as the task smoothing out the recoil animation  - Dan still working on sprite sheets and art (also reported that his computer broke) |  | 4 (Group: Sofyan, Chan and Dan) |
| 4/26/13 | 11:00AM | 4:00 PM | - Merge Code  - Further fixes to character select  - Establish Map Select on two maps  - Re-implement platforms on map designs  - Fix weapon bugs where the weapon is not attached to the character  - Fix unusual segmentation faults when the program exits  - Sofyan assigned to fix the platforms so that they are better defined and characters don’t appear to be off the platform floating. Create a start screen  -Chan assigned to begin work on SDL mixer and acquire sounds |  | 5 (Group: Sofyan, Chan, and Dan) |

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| 4/30/13 | 6:00 PM | 7:00 PM | - Group meeting to discuss SDL\_mixer and how to implement new classes  - Chan assigned logic of establishing sounds based on moves and button presses  - Plans for implementing all the characters |  | 1 (Group: Sofyan and Chan) |
| 5/2/13 | 6:00 PM | 7:00 PM | - Discussed changes and found more audio files to implement into the program  - Split up code for commenting between Chan and Sofyan  - Dan assigned UML Diagram |  | 1 (Group: Sofyan, Dan, and Chan) |