**Group Notes for Software Development (Week 4, Wednesday, 09-16-2020)**

Group Members in attendance: All 8 members
Note taking: Jon Dorman

Goals for Session:
- Assigning Roles
- Follow guide process to refine development process
- Consider deadlines and set goals

Week 2 rough plan for roles (copied & pasted):

- The names of all the members of your group and their roles

  - Austin - Testing
  - Calvin - Mechanics, UI, Map Development
  - Elizabeth Hernandez - Map development, Tower/Creep AI, Mechanics
  - Cody - Map development, Mechanics, Music
  - Justin - Animation/VFX, UI
  - Jon - Undecided, Technical Writing
  - Alejandro - Tower/Creep AI, Mechanics
  - Ashkii Kadenehii - Tower AI/ Creep AI, Mechanics, Animation

3:32 PM - Discussing the nature of deadlines and how certain features will need to be defined before others can be started.

3:33 PM - Determining roles. Starting with **project leader**. Suggested that the member with the most Unity experience will take the role - that's Austin. Next is **research**, that's going to Calvin.

3:35 PM - Taking a moment to discuss Unity experience. We're looking to have everyone dabble in Unity a little bit by the end of the week. Tutorials and independent research are the goal for the time being. Alejandro suggests working on some basic AI skills which could later be applied to other areas of the game. Austin has some assistance in that area.

3:38 PM - Back to discussing roles… Cody is going to take over the role (presently) of the product owner. Alejandro is particularly interested in working on some of the AI-related areas of the game.

3:44 PM: Austin is sharing his screen to give everyone a look at some very early work done in Unity. We're taking a look at the current iteration of the map, which is in a prototypical stage. We've got a little bit of confusion regarding the nature of Unity projects and the difference between 2-D environments and 3-D environments.

3:47 PM - Calvin is suggesting that we talk about resolving disagreements and dealing with changes. Clarifying the priority of randomly generated paths. Calvin poses the question. Cody things that randomly generated maps might be irrelevant for a tower defence game. We're clarifying the angle that the game would be viewed from - definitely top-down.

3:52 PM - Calvin suggests making some plans since our next lap period will be a week from today. Austin is looking at drawing the map on the screen as an early goal. Suggests that creeps should wait until the map is finished. Calvin is willing to work on the map and try to get it done by next Wednesday.

**GOAL:** __Have the map drawn on the screen__ **by WEDNESDAY, OCT 23.**

**Tentative Iteration 2 : Tower creep and AI**

Alejandro: Asking how we should direct those who are not necessarily signed up to work on the goal for the week. We're planning on forming some small groups that work together.

**Possible times to work in groups: Thursday the 17th around 5:00 PM or 6:00 PM**

3:58 PM - Discussing grid size. Austin and Calvin are discussing that. Austin's previous work on a tower defense game (long time ago) worked well with a 16x16 grid.

3:59 PM - Discussing the nature of iteration #1. Planning to show the working iteration running in unity for the time being.

4:00 PM - Elizabeth is doing some preliminary work looking at the map design, being joined by a couple others.

4:02 PM - **Discussing the nature of 2D Unity vs 3D Unity again, this may be something we need to discuss further and clarify**. Most people seem a bit unclear on the difference between these two.

4:04 PM - Talking a bit about the aesthetics of the game - "dark" and "forest" were brought up as two aesthetic archetypes that could be considered. Sounds like we're trending toward "forest."

4:08 PM - **Austin's** still looking at **testing** as a major role that he's interested in but has the most experience with a project like this and is ready to assist with programming where needed.

4:11 PM - **For anyone without a strongly defined role at the moment we're looking to have as many eyes on the code as possible.**

4:12 PM - It might be useful to have a more Unity-savvy member record a video of some of the basics of navigating the platform. Otherwise, having everyone do a short tutorial will likely be a requirement to get everyone on the same page.

4:15 PM - **Some basics regarding the map - (0,0) is currently set to be the bottom-left corner of the map. Making more progress on the map than expected - we may consider pulling the goal for creeps and towers forward as a result. We need to distinguish between different types of tiles and the rules that define those tiles.We also need to know *what* tile is being selected for certain types of functionality.**

4:19 PM - Ironing out some quick issues with Github. Making sure that everyone is a collaborator on the project.

4:30 PM - We've been working with Unity, Calvin has been sharing his screen while Austin talks about some of the features.