Group Notes for Software Development (Week 5, Wednesday, 09-23-2020)

Group Members in attendance: All 8 Members (**Jon, Cody, Alejandro, Justin, Calvin, Elizabeth, Austin, Ashkii**)

Note taking: Jon Dorman

Goals for Session:
- Discuss which version of Unity we should all be using
- Work on filling out Homework 3 form

3:27 PM - Some of the group have been working on the project over the weekend.
- **Elizabeth** worked on implementing a tower, image of tower that locks onto enemies
- **Alejandro** worked on spawning mechanisms
- **Calvin** worked on creep movement and the first working layout

3:30 PM - Note, looking to have all group members working with **Austin's** version of Unity. He's on 2019.4.1f1.

3:34 PM - The **professor** would like us to clearly clarify the abilities of both the enemies and the towers that the player places down.

3:36 PM - The **professor** is happy with what he's seeing right now - he'd like to see the demo running on more group members' devices next week if possible.

3:39 PM - Watching **Austin's** screen, working on some organization for the project.

3:40 PM - If you're going to create a new scene, duplicating is easy. NOTE: Be extra careful not to overwrite another group member's scene. Make sure not to edit other members' scripts.

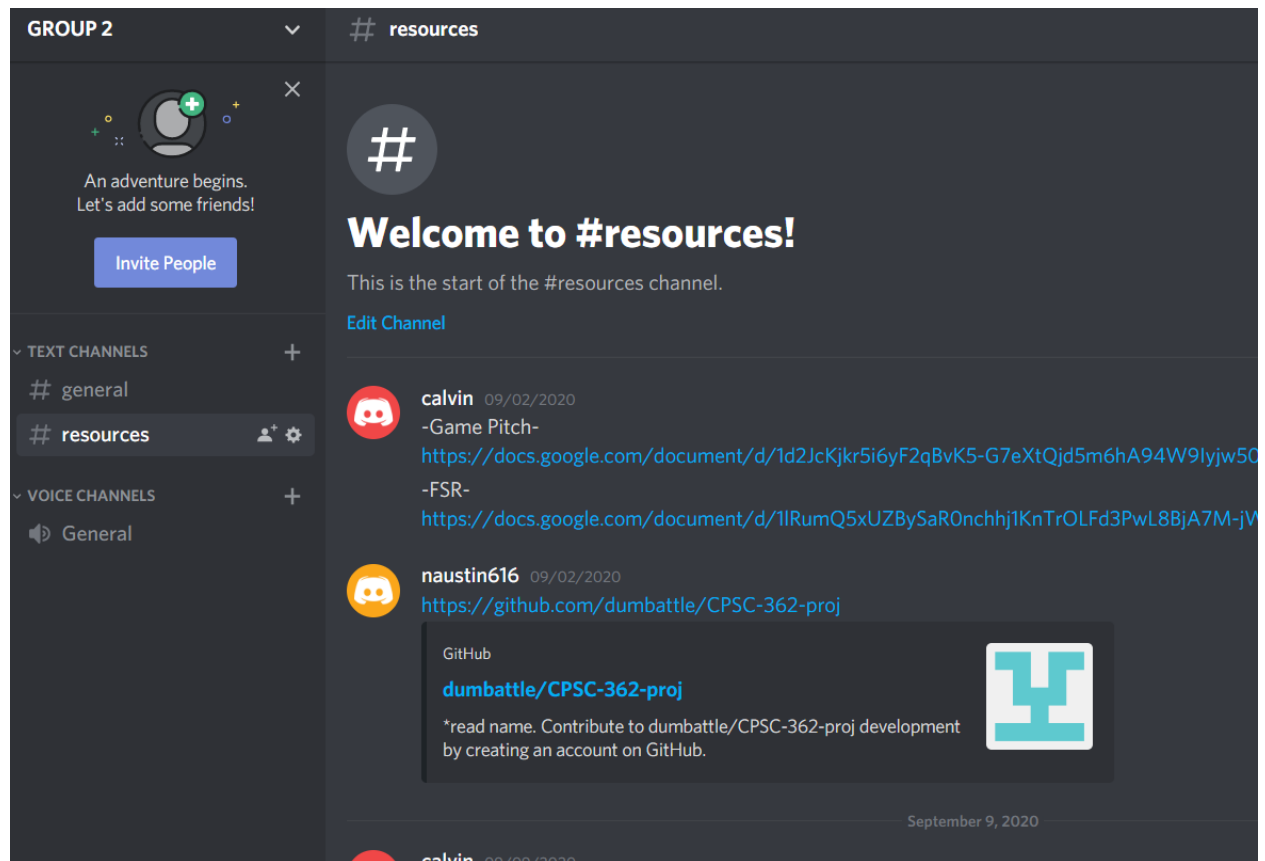3:42 PM - Cody set up a Trello page for us to keep tabs on to-dos.

3:45 PM - **Goal from last week -**

GOAL: Have the map drawn on the screen by WEDNESDAY, OCT 23.

   Completed!

3:47 PM - **Justin** is doing a quick rundown on Git. Talking about branching and forking. Not all of us are super-well-versed in Git.

3:48 PM - **Trello** is now available in our group Discord's **resources** section.

3:52 PM - **Cody** is double checking on the meaning of the "Facilitator" role - we're putting Calvin down for that at the moment.

3:54 PM - **Calvin** has been working on enemy movement. Considering the merits of waypoints for guiding enemies - seems like most group members feel pretty good about that method. Calvin is proposing an alternate method. **Austin** is giving a quick rundown on waypoints. Seems pretty straightforward.

4:00 PM - Clarifying the use of the **speed** attribute as a means of driving enemy movement. As speed gradually increases, the enemy's position advances in turn.

4:09 PM - Some confusion regarding the way in which towers will target enemies. We should clarify that if we can.

4:10 PM - We're taking a quick vote on the waypoint system. Seems like **most of the group** is leaning toward waypoints, given that they're fairly well documented and tutorialized. **Austin** recommends making some changes to the waypoint system.

[NOTE: We're looking over the code a bit during this time, still mainly involving the movement of enemies. Check the code involving waypoints to see what was being worked on here.]

4:20 PM - Shifting toward talking about priorities going forward. UI is something that we need to look at soon.

4:25 PM - **Alejandro and Calvin** are planning to work together on developing the UI over the weekend. **Justin** is working on tile selection. **Elizabeth** will be working on towers. **Ashkii-Chee and Cody** are probably gonna join **Alejandro and Calvin** to work on UI over the weekend.

GOAL: Try to have tower placement and some UI functionality completed by next week, **Wednesday, 23-09-2020.**

4:33 PM - Clarifying the definition of *actors.* Anything that interacts with the core program. A person, functionality, etc. Components. **We're still a bit lost on this definition, though**.

GOAL: Merge creep spawner scene and tower scene.

GOAL: Waypoints.