

Meeting Agenda (groupName - TA)

Agenda - 3: 19 December 2024

Member List:

M1: Enes Ak
M2: İbrahim Cebecioğlu
M3: Caner Kösem
M4: Yusuf Cemal Karataş
M5: Cemal Nişan
M6: Muhammed Babelli

Division of Labor for This Week:

Phase I Demo - Meeting I	Brainstorm	Draft	Elaboration	Revision	Final
A. Research: 2D Game Development Tutorials	Team	Team	Team	Team	Team
B. Main Menu Panel	Team	M3	Team	Team	Team
C. Play Mode Panel	Team	M5, M6	Team	Team	Team
D. Direction & Entity Classes	Team	M1	Team	Team	Team
E. Tile Class Changes	Team	M2	Team	Team	Team
F. Player Movement	Team	M4	Team	Team	Team

Plan for Next Week:

We plan to start by fixing some issues in the current implementation, e.g. the player doesn't stop at the edges of the screen instead it continues to move, change the movement implementation from pixel based to tile based movement. Then, We are planning to complete build mode, including placing the structures and the verification methods. Move to implementing the halls and enchantments collection and use. Implementing the monsters with their features, transition from one hall to the next when the rune is found.

Division of Labor for Next Week:

Phase I Demo	Brainstorm	Draft	Elaboration	Revision	Final
B. Code Completion	Team	TBD	Team	Team	Team

*: Will be finalized after the Brainstorm phase

Assessment of Success:

We began with educating ourselves further with tutorials on how to implement 2D games. While the process took some time with tutorials and looking back at the diagrams we drew, this was the start of the implementation phase and we were able to use this time to get a good understanding of the game structure and mechanics. We were able to start implementing the Tiles and the grid interface to be able to let the player move across the tiles within the grid. We achieved that through running, testing, and debugging the code. We especially were careful about maintaining the model-view separation in which the backend and the frontend don't interact with each other directly. We the implemented a basic main screen where the user can start the game, which takes them to the build mode phase, which we decide to implement in the next week, proceed to the play mode.

Open Issues & Questions:

- Question 1: Are we expected to submit a report at the end of this Phase I? If so, what should the content of the report be?
- Question 2: How will the grading of Phase I be, and what is the specific criteria that it is based on ?