Contents

1 19th of November, 2011

1.1 Meetings

1.1.1 Meeting times

- About 5 days a week.

- Specific days agreed on first meeting day of each week.

- First meeting day of each week is agreed on last meeting day of previous week.

- Meeting start time between 10-11 and meeting end time between 17-19

1.1.2 Meeting places

At ITU and at Frederik Lysgaard

Place is agreed at the meeting previous to the new meeting.

1.1.3 Meet structure

1.2 Roles and competences

Jakob Melnyk (jmel) : Guy with the final word, version control dude, gamestate/control
Christian Jensen (chrj) : 'Second-in-command', game rules
Frederik Lysgaard (frly) : GUI/Design guy

1.3 Expectations

- We aim to get a 7 or a 10

- Expect about 40-50 hours of work per person per week

- No eating at the work area except during eating breaks

- Take breaks when needed, but during non-eating breaks always leave the room where work is being done

- Make sure to stay true to break times

1.4 Project guidelines

1.4.1 Architecture

- Use BON for as much as possible

- Do general architecture together as informal BON

- Do formal bon for what we responsible for

1.4.2 Code

- Versioncontrol/git: Always commit with a 'meaningful' comment

- Input parameters etc. must have 'descriptive names', for example: Player player instead of Player p

- Documentation header on everything - document as much as possible before implementation

- Avoid very complex code when possible (loops, etc.)

1.5 Goals

1.5.1 Required

- Must be able to complete a full game of Dominion* with 10 kingdom cards

- Do some form of hot-seat

- Do it through a GUI

Rules for dominion can be found at:

1.5.2 Optional

- Play over a network of some kind (internet or LAN)

- Pick different game modes (such as drafting kingdom cards, getting random cards, different starter sets of kingdom cards)

- Play three or four players either doing hot-seat or LAN

- Tooltip when doing mouseover on cards

- Avoid having to scroll the screen to see the supply

- Achievements for funny and/or extraordinary gameplay

2   21st of November, 2011

2.1   Meeting structure

Finished our meeting structure:

2.1.1   Before meetings

BeforePerson   standing up

- What I have done since last time
- What do I want to get done today?
- What can prevent me from doing that?
- Special requests etc.

BeforeGroup

- How are we doing considering our weekly plan?
- What do we need to do today?
- Agreements, etc.
- When do we have lunch?
- When do we end today?

2.1.2   Lunchtime

Evaluate very quickly just after lunch - let people finish eating and request help etc.

2.1.3   After the meeting

End 15 minutes before 'end time'

AfterPerson

- Go through the day
- Special requests in terms of planning etc.

AfterGroup

- Next meeting

- Possible election of next 'meeting leader'

- Homework

Last day of 'week' Another 15 to 20 minutes before end time

- Summary of week

- Did we do what we planned?

- Plan for the next week

2.2 Summary of today

2.2.1 Next meeting

- Day: 23rd of November, 2011

- Time: About 10, 100% serious from 11

- At IT-University

- Room should have a whiteboard

2.2.2 Homework

Jakob Melnyk BON for gamestate, etc. & have an idea of how the BON for the 'behind the scenes' classes should look like in BON

Frederik Lysgaard Look more at XNA & consider some BON for the GUI

Christian Jensen BON for cards, rules, etc. & think about how to implement 'weird rules'

3 Week plan for week 47

3.1 Meeting days

- Friday 25th

- Monday 28th

Jakob Melnyk cannot attend 25th.

3.2 Assignments for this week

- Informal BON overall concept

- Project overview

- BON, git, LaTeX, etc. set-up on all machines

4   23rd of November

4.1   How are we doing with this weeks plan?

4.2   What do we need to do today?

- Concept for game- and playerstate - Jakob Melnyk

- Install different software - Christian Jensen

- Set-up git etc. - Frederik Lysgaard & Jakob Melnyk

- Git branches - Jakob Melnyk

- XNA - Frederik Lysgaard

- Communication between rules and states - Jakob Melnyk & Christian Jensen

4.3   Agreements

4.4   Lunch and end times

Lunch: 13.30 - 14.00

End: 17.30

5 28th of November

5.1 How are we doing with this weeks plan?

-

5.2 What do we need to do today?

-

5.3 Agreements

-

5.4 Lunch and end times

Lunch:

End:

5.5 End of meeting

5.5.1 Next meeting

11.00 at ITU Melnyk: Interface Christian: Network Frederik: XNA

5.5.2 End of Week

- Not started informal BON
- All computers are ready
- Project Overview
- Christian and Frederik checked out XNA

6 Weekplan for week 48

6.1 Meeting days

- Wednesday 30th

- Friday, 2nd

- Saturday, 3rd

- Sunday, 4th

6.2 Assignments for this week

- Informal BON - should almost be done

- Start on formal BON of some sort

- Melnyk: State diagram?

- Frederik: GUI-MockUp

- Christian: Networking?

7 30th of November

7.1 How are we doing with this weeks plan?

- We have not started BON yet

- Frederik is sure that XNA needs a new project folder

7.2 What do we need to do today?

- Set up new GIThub project

- Figure out the responsibilities of the GUI

- Get up to date with the Diary

- Frederik: Start informal BON

- Jakob: Pitch idea about players, states, etc.

7.3 Lunch and end times

Lunch 13.00-13.30 End: 17.30

7.4 End of meeting

Server: message passing whose turn clients

Maybe Safety GameState Game Rules

Note: Harcopy game state at start of turn

On DC: Crash and burn

Client: Gamestate GUI Game logic/rules Server connection Image(Cards etc.) Message interpreter

On DC: Continue playing, skip client turn. If less than 2 players active, stop game.

7.4.1 Next meeting

Friday at ITU, 11

Homework:

Frederik: Do some infomal BON

Jakob: Informal BON

8 2nd of December

8.1 How are we doing with this weeks plan?

- Semi-ok

- Christian is behind on networking

- Frederik is getting started on GUI-Mockup

- Melnyk needs to get going

8.2 What do we need to do today?

- Troy needs to look at networking

- Melnyk will finish up gamestate and start informal BON

- Frederik will get the stuff, he needed to do for today, done

8.3 Lunch and end times

Lunch: 13.00 End: 17.00

8.4 End of meeting

8.4.1 Next meeting