

# Contents

<b>1</b>	<b>19th of November, 2011</b>	<b>4</b>
1.1	Meetings . . . . .	4
1.1.1	Meeting times . . . . .	4
1.1.2	Meeting places . . . . .	4
1.1.3	Meet structure . . . . .	4
1.2	Roles and competences . . . . .	4
1.3	Expectations . . . . .	4
1.4	Project guidelines . . . . .	4
1.4.1	Architecture . . . . .	4
1.4.2	Code . . . . .	5
1.5	Goals . . . . .	5
1.5.1	Required . . . . .	5
1.5.2	Optional . . . . .	5
<b>2</b>	<b>21st of November, 2011</b>	<b>6</b>
2.1	Meeting structure . . . . .	6
2.1.1	Before meetings . . . . .	6
2.1.2	Lunchtime . . . . .	6
2.1.3	After the meeting . . . . .	6
2.2	Summary of today . . . . .	7
2.2.1	Next meeting . . . . .	7
2.2.2	Homework . . . . .	7
<b>3</b>	<b>Week plan for week 47</b>	<b>8</b>
3.1	Meeting days . . . . .	8
3.2	Assignments for this week . . . . .	8
<b>4</b>	<b>23rd of November</b>	<b>9</b>
4.1	How are we doing with this weeks plan? . . . . .	9
4.2	What do we need to do today? . . . . .	9
4.3	Agreements . . . . .	9
4.4	Lunch and end times . . . . .	9

<b>5</b>	<b>28th of November</b>	<b>10</b>
5.1	How are we doing with this weeks plan? . . . . .	10
5.2	What do we need to do today? . . . . .	10
5.3	Agreements . . . . .	10
5.4	Lunch and end times . . . . .	10
5.5	End of meeting . . . . .	10
5.5.1	Next meeting . . . . .	10
5.5.2	End of Week . . . . .	10
<b>6</b>	<b>Weekplan for week 48</b>	<b>11</b>
6.1	Meeting days . . . . .	11
6.2	Assignments for this week . . . . .	11
<b>7</b>	<b>30th of November</b>	<b>12</b>
7.1	How are we doing with this weeks plan? . . . . .	12
7.2	What do we need to do today? . . . . .	12
7.3	Lunch and end times . . . . .	12
7.4	End of meeting . . . . .	12
7.4.1	Next meeting . . . . .	12
<b>8</b>	<b>2nd of December</b>	<b>13</b>
8.1	How are we doing with this weeks plan? . . . . .	13
8.2	What do we need to do today? . . . . .	13
8.3	Lunch and end times . . . . .	13
8.4	End of meeting . . . . .	13
8.4.1	Next meeting . . . . .	13
<b>9</b>	<b>3rd of December</b>	<b>14</b>
9.1	How are we doing with this weeks plan? . . . . .	14
9.2	What do we need to do today? . . . . .	14
9.3	Agreements . . . . .	14
9.4	Lunch and end times . . . . .	14
9.5	End of meeting . . . . .	14

9.5.1	Next meeting . . . . .	14
9.5.2	End of Week . . . . .	15
<b>10</b>	<b>Weekplan for week 49</b>	<b>16</b>
10.1	Meeting days . . . . .	16
10.2	Assignments for this week . . . . .	16

# **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**

Saturday 3rd, time: 11

Homework:

Frederik:

Jakob: Finish writing stuff needed for informal BON

Christian:

## **9 3rd of December**

### **9.1 How are we doing with this weeks plan?**

- Frederik doing good - working on GUI mockup
- Melnyk: Almost there
- Christian: A bit behind, but will work extra hard to make it on time.

### **9.2 What do we need to do today?**

- Frederik: Mock-ups
- Christian: Try to get 2 clients and server to work.
- Jakob: Finish flow-diagram of real Dominion game and do a lot of work on gamestate BON

### **9.3 Agreements**

- Skip meeting Sunday 3rd
- Test by playing game when it is possible
- Think up scenarios for hand-written tests

### **9.4 Lunch and end times**

Lunch: 13.00-13.30 End: 17.00

### **9.5 End of meeting**

Summary of the day:

Frederik: Looked at XNA and really got into it. Did paper mockups.

Jakob: Finished flow diagram of a real Dominion game and got started on gamestate.

Christian: Did some server stuff, still a few problems. No BON yet.

#### **9.5.1 Next meeting**

Monday 5th, 11.00

Homework:

Frederik: Look at XNA listeners

Christian: Get server stuff done and get BON ready.

Jakob: Finish Gamestate BON and finish Card BON. Start on flow diagram of application. Get overview of stuff from Troy.

### **9.5.2 End of Week**

Summary: We really got started on BON and networking. Frederik got quite far with the GUI. Jakob made a flow diagram and Christian is pretty into the networking stuff.

Did what we planned?:

Frederik: Accomplished what he set out to do, except for the more visual part.

Jakob: Should have been further with the BON, really needs to catch up on that. Want to start formal BON before next week if possible

Next week meeting days: Mandag, onsdag, fredag, lørdag, søndag

## 10 Weekplan for week 49

### 10.1 Meeting days

- Monday
- Wednesday
- Friday
- Saturday
- Sunday

### 10.2 Assignments for this week

- Frederik: Really wants to have an interface and some code actually done.
- Christian: Have some communication going over the server and clients.
- Jakob: Wants to have 95% of the gamestate code done and a lot of tests thought up.  
Wants to have an idea of how control will look.