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# **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.

## **11 5th of December**

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

- Frederik: Wants to have something done for wednesday.
- Christian: Still some bugs to figure out.
- Jakob: Should be able be coding very soon and have already thought up a few tests.

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

- Talk about communication possibilities. Christian/Jakob
- Jakob: BON
- Frederik: Be able to click stuff in the GUI.
- Christian: Wanna do BON.

### **11.3 Agreements**

- 

### **11.4 Lunch and end times**

Lunch: 13.00-13.30 End: 18.00

### **11.5 End of meeting**

#### **11.5.1 Next meeting**

Next meeting: Wednesday 5th, 11.00

Homework:

Jakob: Seriously get that BON done!!!!

Christian: Server-client connection done for presentation Wednesday.

Frederik: Draw some more on the GUI; Pretty much be done with the appearance.

## 12 7th of December

### 12.1 How are we doing with this weeks plan?

- Christian: Doing pretty well - has got some communication going already.
- Jakob: A bit behind, and might have a problem with keeping up.
- Frederik: XNA just won't work for Frederik, really needs to work on it.

### 12.2 What do we need to do today?

- Attend meeting with game groups.
- Jakob: Get informal BON done and start slowly on formal BON/programming
- Christian: Get server done if possible.
- Frederik: Start rambo coding just to get something to work.

### 12.3 Lunch and end times

Lunch: 12.30 End: 18.00

### 12.4 End of meeting

Homework:

Christian: Look at alternative method of doing networking, try to get 2 or more clients to connect and communicate through the server.

Frederik: Get basic GUI done.

Melnyk will not attend meetings until Sunday due to surgery Friday.

Melnyk: Have Gamestate informal, formal and code 95 to 100% done and have some tests sketched.

#### 12.4.1 Next meeting

Christian & Frederik 11.00 at Frederiks place Friday.

## 13 9th of December

### 13.1 How are we doing with this weeks plan?

- Christian: A client can send a message to server, trying to find alternativ way of doing network.
- Frederik: Still some problems with the GUI
- Jakob: In the hospital for surgery.

### 13.2 What do we need to do today?

- Christian: Do rewrite of network, possibly try to get more clients to talk to server.
- Frederik: Do changes to GUI, get basic stuff done!

### 13.3 End of meeting

Christian: Complete rewrite of network based on far better model, functionallity nearing that of yesterday evening.

Frederik: Changed alot of the Gui still not drawing hand correctly hopefully gonna be doing that tomorrow.

Homework:

Christian: Work towards getting multiple clients conncted and maybe having a look at frederiks GUI

Frederik: at work most of saturday so no concret homework for him.

#### 13.3.1 Next meeting

10th of December

## **14 10th of December**

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

- Christian: network is looking good but still need some work
- Frederik: Still some last problems with the GUI.(stupid XNA)
- Jakob: recovering

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

- Christian: Try to get the message passing to work, and help Frederik with GUI code.
- Frederik: Get GUI to draw basic start game screen.

### **14.3 Lunch and end times**

Lunch: Meeting started at 17:30 so no lunch needed End: No specific end of meeting set ( 24:00)

### **14.4 End of meeting**

Christian: multiple clients are now capable of connecting to the server but the message passing is not yet done and helped Frederik getting his GUI to draw the hand.

Frederik: Got to the draw the hand and made major rework of code thanks to Christian.

#### **14.4.1 Next meeting**

None for now.

## **15 11th of December**

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

- Frederik: Doing REAL GOOD.
- Jakob: Will not be at 95% and will not really have tests, but should be close.

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

- Jakob: Gamestate code en masse.
- Frederik: Make first real version of GUI.
- Christian: Interface for the server

### **15.3 Lunch and end times**

Lunch: 13.00-13.30 End: TBD

### **15.4 End of meeting**

Christian: Did interface for the network, have not really tested, but feels good.

Frederik: Progress on the GUI - deck, hand, discard, action zones are now believed to be working as intended. Supply just around the corner.

Jakob: Slowly getting gamestate up and going - need to talk to Joe about contracts.

Homework:

Christian: None.

Frederik: Really wants to get supply drawn.

Jakob: Wants to finish Player and everything except Gamestate. Get started on Gamestate.

#### **15.4.1 Next meeting**

Monday 12th 11.00 at ITU

#### **15.4.2 End of Week**

Jakobs part is pretty delayed due to hospital stuff. Christian feels he has done what he needed to do. Network seems pretty solid.

Frederik: If Supply is done for monday, then he has done what he felt he needed to get done.

Plan:

Monday: Go through what we still need to code. Basic code needs to be done - not including tests - around evening. Aim is to be done pretty much done with coding by Monday night, so we can test "extensively" Tuesday.

Tuesday: Do testing and make sure we have everything possible covered in terms of the actual hand-in.

Wednesday: Pretty much just hand-in the project early in the morning, if possible.

Do close to hourly meetings, so we are clear on how everyone is doing. Stay late Tuesday if necessary to make sure we have something to hand-in early.