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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.