

COS 125 Minutes
November 21, 2013 Team 9 Meeting #3

3:00 pm Fogler Library Reserve Reading Room

Sherry Pennington

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1. Roll Call

L. Name + Initial	Role	Physically Present	Virtually Present	Absent	Late	Excused
Moore, N	Leader	X				
Parker, H	Arch	X				
Al Bakir, N	Coder	X				
Jordan, B	Tester	X				
Wallace, E	Graphics Designer	X				
Pennington, S	Editor	X				

2. Approve Past Minutes

Proposed Action:

To approve the minutes from the Nov 14th meeting.

Discussion:

Actions:

Approved

3. Purpose of the Meeting

Proposed Actions:

To discuss progress from last meeting to go over our meeting with Professor Meadow.

Discussion:

Nathan shared some character drawings and a rough UML diagram. We discussed how the diagram works to clarify the game engine. Another thing we talked about was what still needed to be accomplished and started assigning tasks. We also discussed the idea of

abandoning roles to work more effectively as a team. Some ideas on tools to use in the game is finding objects along the way that will help the player such as a pick ax to break through stone, gold, and shovels.

Actions:

Have a working game for our next meeting on Sunday, November 24th. Can refine details as we go. Get a solid set of graphics to use for the game.

4. Nathan's Assignments

Proposed Assignments:

Make sprites and start adding features

Discussion:

Idea of dialog state with pictures as characters talks.

Actions:

5. Holden's Assignments

Proposed Assignments:

Discussion:

Actions:

Stop by the Sigma Chi Heritage House to help Sherry getting her SVN working.

6. Numan's Assignments

Proposed Assignments:

Discussion:

Actions:

Start working on Advertising ideas such as raffle gimmicks.

7. Ben's Assignments

Proposed Assignments:

Start on story line.

Discussion:

Possible story line of Person A fights Person B to save Person C

Actions:

Start writing the story for the game

8. Elliot's Assignments

Proposed Assignments:

Start mapping from level to level

Discussion:

Have keys to unlock teleports to new levels and/or doors to different places. Would like to try character animation.

Actions:

9. Sherry's Assignments

Proposed Assignments:

Write up minutes for meeting and share on Assembla

Discussion:

Design document and testing plan due Nov. 26

Actions:

Work with team on design and testing documents.
Get my SVN working in Assembla.

10. Approvals

Name (Alphabetical Order)	Initials	Date
Al Bakir, Numan		
Jordan, Ben		
Moore, Nathan		
Parker, Holden		
Pennington, Sherry	SP	11/22/13
Wallace, Elliot		