

11 Nov. 2013 Team meeting notes from Elliot, typed up from paper original same day

No past minutes.

1st discussion: Roles. Who does what?

| Name | Present |
|--------------|---------|
| N.Moore | Y |
| N.Albakir | Y |
| S.Pennington | Y |
| E.Wallace | Y |
| H.Parker | N |
| B.Jordan | N |

What should we work on? Need to address with Architect. Architect needs to study existing code to work from if using game engine...

Nathan's project 1? Using this existing code, what would remain to be done?

- * Develop more levels — only one level currently.

- * Cut scene system

- * Story between levels

Game dependency: Pygame. Uses a tilemap editor to create levels.

Objects need names to work with game restore points. Buttons to open doors? —have a button listen to doors with specific names; trigger when buttons activated.

Tiles — have properties for defining collision detection — Write documentation on how this works. Level maps need attention to details of properties.

Game objects use things from components folder. (These provide properties for objects.)

Enemy base class — contains common elements that are inherited by enemies.

Idea: “jet pack” to increase speed?

Use Assembla wiki for ideas list. File tickets for things that could be done; then people can pick & choose desired things to work on.

Program for development: Tiled (mapeditor.org) Get link from the wiki. (Page: Graphics Roll)

→Add useful / potentially useful resources to the wiki.

Changing roles — who should do what in the team?

Architect — defines overall structure of how program works & what needs to be done & integration of various components. Coder handles implementation of individual components.

Elliot's comfort zones: English, graphics, audio

Sherry's comfort zones: Not coding

Programming remaining to do:
We will all have a role in the programming.

Documentalist — work on documenting objects & parameters in Wiki

Architect — understand “big picture”, overall design of project. Implementation of some algorithms; form outline of what programmers should do. — define function behavior, &c.

Tester — Elliot?

Team assignment #1 **DUE?** — Get all contact information; role assignments; marketing strategy

Action plan for week — look over existing code; create documentation on how to use it; get familiar with svn; get familiar with other development tools. Familiarize ourselves with what the project might need. Add suggestions/ideas to wiki.

Marketing plan — first-class announcement. Posters? Talk to gamers' club? Other clubs?

Final roles? (subject to change)

| | |
|--------|-------------------|
| Elliot | Graphics; testing |
| Nathan | Lead |
| Numan | Coder |
| Sherry | Documentalist |
| Holden | Architect |

Each level has theme → music for the theme. Different rooms.... Likewise have music
Death music... intro theme music?

Ideas for next meeting — Thursday — what is the art style? Character, enemy designs...

Ideas for different things players might encounter in the game? Story? Developing ideas down that are realistic for available time.

Still in a brainstorming phase.

Focus in on exact development targets next meeting.

Add game ideas category to the wiki.

Assignment #1... Documentalist (Sherry) will write

Ended meeting.