

Meeting Agenda for Project Delta
Presentation by SW301 Software Engineering Team 2
December 18, 2017

1. Introductions

Our Fall 2017 Software Engineering Team consists of:

Jack Crowley

Peter Julian

Christopher Kelly

Matthew Richardson

Nick Zazula

2. Starting the Application

The client will open the game on an internet browser and be prompted to either register or login using previously acquired credentials. After doing so the client will be placed into the game's town.

3. Application Features

List of features documented in user manual; some features mentioned in the initial specification have been changed, modified or deleted.

- a. **Registration & Login** - on the website, as mentioned above
- b. **Main Menu** - not yet implemented
- c. **In game**
 - i. **Interactions:**
 - ii. **Town:** The main world of the game; access to different levels from here & interact with NPCs/buildings
 - iii. **Dialog Box:** Gives client messages from the user; interactive
 - iv. **Level 1** – Conditionals (If/else statements)
 - v. **Level 2** – Arrays
 - vi. **Level 3** – Stacks

Save - client is able to save their progress as they play the game through the main menu
- d. **Logout** - client logs out of the system

4. Features Not Yet Implemented / Not Working

Tree Level - Not yet implemented

- May implement a level where taking different paths teaches the client about different type of search and sorting methods

Array Level – Newly implemented

Main Menu – Not yet implemented

- The menu will feature: level select, save current game, settings, and logout

Register, Login, Logout and Save - Not yet implemented

Closing Comments

The game's town and three of its minigame levels work currently, moving forward we want to finish our tree level and finish up our main menu. We would also like to efficiently find a way for users to register, log in and out of the game, and save the game using our future implementation of the main menu.