

Opal Meeting Minutes 11/11/2009

Agenda

- Update where we're at.
- Look at schedule
- Do we have a map?
- Update on protocols
- Server Development
 - Thread that listens for clients and spawns new client threads.
 - Client Thread
 - Distribute map
 - What Else?

Client Development

- Graphics - display map, display user, other obstacles/things to overlay, health
- Network - read keyboard, send request, read info from server
 - Also initialization - how to join a server game
- Divvy up workload.

Minutes

Present were: Lincoln, Nastia, Jacob, Gaurav

Talked about protocol committee

- They've established logging in, downloading map, moving around
- Missing updating health, encountering invisible object, declaring winner
- Meeting again Saturday

What we've got:

- List of classes, what they do
- Skeleton of classes, function prototypes (for server)
 - With to-do list

Discussed testbed cases and how they should work, how to figure out writing one

- Nastia wrote one/some, Gaurav and Jacob have not written any.

Client not yet started

Server can already accept connection and spawn thread for each client

Need for Synchronization

Modules: (strikethrough denotes complete)

Server

~~Actor~~

ClientHandler - Jacob (This week)

GlobalGameDatabase - Nastia (This week)

~~Main~~

NetworkStreamAParser - ON HOLD (for protocol committee)

NetworkStreamWriter - ON HOLD (for protocol committee)

~~NonPlayerCharacter~~

PlayerCharacter
Point2D - 2 functions (This week?)
GlobalGameLogic (Next week)
Client
Gaurav will outline this week

Minutes 11/17/09 Opal Meeting

- Present is James, Lincoln, Guarav, Nastia, Jacob
- When someone wins, everyone disconnected, and then new connection for 30 seconds, and then ended.
- Should we do something like, first player connects, server says go? Answer: Why should first player who connects be the decision. Maybe setting on server should handle it, or when server starts it should expect a certain number of players. Or command line argument or countdown from server.
- Server starts and waits n seconds to start
- Documentation: Lincoln and James
- Lincoln will email Keklak and ask how we should do the countdown
- Guarav dispensed tasks to implementers for coming snapshot
- By Snapshot #2 we should have testable program
- Non player characters will be created with hard coded functions that take in character type as parsed in variable, speed will be how fast they move from cell to cell per second
- Protocol is to move 5 cells every second, no more than 8 when running
- On cell equal to 8 units, so speed is .5 cells per second, for everything (default speed)
- Square right in front of bridge looks the same, but internals are different for entrance to bridge circuit
- Anastasia will do types for actors assuming defaults are defined
- Lincoln will do issue/solution page with footnotes which will be dropped into code to line up

-James will write initial documentation as if someone needs to learn how to play computer game, how to connect, how to move

-Right now client, if it sees it can't walk somewhere, it won't transmit request to server, but it needs to, or at least server checking, so that needs to be implemented, code is on the client for that right now and the server can be implemented from that

-AI engine: Must detect all collisions and move all non-user movable things around, or it will be inhabited in NPC engine, server checks if move to position for each actor moved, problem is actor is moving one place from another, Guarav will handle this

-What happens if NPC wants to move somewhere that isn't dark space but has dark space between, each actor npc or user should calculate if valid straight path between

-Solution: When new point generated, new x or y coordinated generated but not both, between negative half of map size and positive half map size

-Jacob will start with map. As soon as you complete one function, upload it, so it all stays updated, if conflict occurs it means both is working on function and it can't merge them, so don't do anything

-Somehow we will get web space to distribute files to other people. CS People is best