

Meeting #1

Minutes (Start at 5:30 - 7 pm) 2/12/2014 in Trottier 5th floor

Present: Jeffrey Tinchelman, Laurent Jacob, Simon Ho, Frank Luong, Henry Michel Cantave, Ray

President: Jeffrey Tinchelman

Minutes taker: Henri Michel Cantave

Discussion List

We talked about how many times per week we would meet, the location and time. We overviewed the Phase 1 document and the Software Requirements Specification Document. We briefly what features we wanted in our Bombeman game and what exactly is required. Here's how we separated the workload for the phase 1 document:

- Use cases: Simon and Frank
- Overall description: Henri
- Specific requirements: Ray
- Document review, presentation and Purpose: Jeffrey

Next meeting: Tuesday, March 18th

Meeting #2

Minutes (Start at 5:30 - 7 pm) 2/18/2014 in Trottier 5th floor

Present: Jeffrey Tinchelman, Laurent Jacob, Simon Ho, Frank Luong, Henry Michel Cantave, Ray

President: Jeffrey Tinchelman

Minutes taker: Frank Luong

Discussion List

We talked about our game name, which is called Hai-Bomb . We also decided that Frank is doing the game logo. Later in the meeting, the architecture of the game is discussed :

- 1) Main menu
 - a) Play game
 - i) Single mode
 - Level
 - Custom
 - ii) Multiplayer mode
 - Simultaneous (stats count in multiplayer list)
 - Head-to-head (Don't count in high score)
 - b) See Achievement

- i) 2 types of High score
 - Single mode
 - Multiplayer
 - ii) Show top 10 and KDA & level achieved
 - c) Options
 - Adjust audio
 - Game play account (Color scheme, Change password, etc)
 - d) Map Editor
 - Map/Grid size (max 15 by 15)
 - Create our own map (click for wall, Click, Hold & drag)
 - Save map
 - Load& Change map
 - e) Exit
- 2) Gameplay
 - a) Playing
 - i) Goes to Pause Menu
 - Save
 - Option
 - Resume
 - Quit Game
 - b) Paused
 - c) Between levels
 - i) Won
 - Main menu
 - Next level
 - Quit
 - ii) Lost
 - Determine if he still has lives
 - Have lives (go to the next level with remaining lives)
 - Restart Game
 - Main Menu
 - Quit
 - No life
 - Restart Game
 - Main Menu
 - Quit
 - d) Beat the max levels
 - Congrats Message (Click)
 - Credits (Click)
 - Back to the Main Menu
 - e) Custom game ended
 - Restart
 - Pick other map

- Quit

Meeting #3

Minutes (start at 5:30 – 7pm) 2/24/2014 in Trottier 5th floor

Present: Jeffrey Tinchelman, Laurent Jacob, Simon Ho, Frank Luong, Henry Michel Cantave, Ray

President: Laurent Jacob

Minutes taker: Simon Ho

Discussion List

Laurent did an initial UML diagram during the weekend and explained the architecture employed for our game, the main modules and methods to the whole group. We looked over the some small mistakes and discussed on how to improve it. We also made sure we respected the Phase 2 requirements since there's a scheduled meeting with the TA on February, 26th for the UML first draft.

Ray and Jeffrey got assigned to take care of SRS Analysis and Design Rationale and Laurent to implement our suggestions for the diagrams. Frank and Henry will review the SRS document during the weekend to make sure the evaluation points are covered.

Finally, everyone will check during March Break the pygame and python documentation and practice coding on their own since we will officially start coding in 2 weeks.

Next meeting: Tuesday, March 11th

Meeting #4

Minutes Minutes (start at 5:30 – 7pm) 3/11/2014 in Trottier 5th floor

Present: Jeffrey Tichelman, Laurent Jacob, Simon Ho, Frank Luong, Henry Michel Cantave, Ray

President: Jeffrey Tichelman

Minutes taker: Simon Ho

Discussion List

Review phase 2: mistakes and possible improvements.

The SAD didn't describe properly how the proposed architecture will satisfy any quality requirements mentioned. Traceability matrix was lacking but we didn't necessarily need it?

Ray and Laurent talked about what they did during the weekend: file management. Packages and game architecture. Basically, the game will first be at main and go into 2 possible states: GAME or LOBBY. On these modules, they can also be in different states such as Options, Menu, InGame, etc. With this skeleton, it will be optimal for bugs traceability, code readability and implementation.

Task separation for Phase 3: Implementation and Testing

- Henry will take care of Tile, Player, Board class (game logic)
- Frank will design the sprites for the characters, explosion, bomb
- Jeffrey : will think about AI
- Henry: Board logic, rendering, tiles
- Simon: Title screen, Loading, Music, Character sprites, artwork, bomb, explosion
- Laurent: Game authentication and file management

Next meeting: Wednesday March 19th

Meeting #5

Date: 3/19/2014

Start time: 5:45 pm

End time: 6:30 pm

Meeting Manager: Laurent

Minute Taker: Jeff

Problems Discussed:

Explosion Sprites	Owner: Frank
Level 1 design	Owner: Frank
Level 2 design	Owner: Laurent
Level 3 design	Owner: Ray
Level 4 design	Owner: Simon
Level 5 design	Owner: Jeff
Level 6 design	Owner: Henry
More file management/map API	Owner: Laurent
Authentication Menu	Owners: Ray/Laurent
In-game menu	Owner: Simon
More graphics etc.	Owner: Henry
AI	Owner: Jeff

Meeting #6

Date: 3/26/2014

Start time: 5:45 pm

End time: 6:15

Meeting Manager: Laurent

Minute Taker: Jeff

Problems Discussed:

Finish authentication and menus	Owner: Laurent
Py Unit Research	Owner: Jeffrey

Find Music
Integrate Game

Owner: Frank
Owner: Laurent, Ray, Henri

Meeting #7

Minutes Minutes (start at 5:30 -7pm) 4/01/2014 in Trottier at 5th floor

Present: Jeffrey Tichelman, Laurent Jacob, Simon Ho, Frank Luong, Henry Michel Cantave, Ray

President: Jeffrey Tichelman

Minutes taker: Simon Ho

Discussion List

Jeffrey went over what every member of the group has done/updated since the last meeting and we established every problems we've encountered. Henry has pushed the main game code with the player and the bombs but we still don't have a monster AI. Frank went over to show a simple AI (random movement) for tomorrow demonstration. Simon added some game sounds for explosion and power ups. Laurent still have some things left to do with high scores and mentioned how we are missing some statistics.

Since there's a meeting tomorrow with the TA for a prototype demonstration, we went over every questions to ask for our 'client'. We don't know if we are free to use copyrighted music or if we have to restrain ourselves with open source sound files. Also, the Project pdf has a multiplayer turn based core feature even though we were only planning to do a normal 2 player simultaneous mode. We might also ask some questions on the level design and the power ups.

Here's the list of things that's missing to our game and that we plan to do for next meeting:

- Monster AI
- LEVEL DESIGNS
- Multiplayer
- Sounds/music
- Event/Timer
- BONUS
- Display stats during the Game
- Code comments

Next meeting: Saturday April 5th

Meeting #8

Minutes Minutes (start at 10:00 AM) 4/05/2014 in Trottier at 5th floor

Present: Jeffrey Tichelman, Laurent Jacob, Simon Ho, Frank Luong, Henry Michel Cantave, Ray

President: Jeffrey Tichelman

Minutes taker: Simon Ho

Discussion List

We reviewed everything we've done during the week in the list of things to do in the previous meeting. Before submitting and presenting our project, we checked every point on this list to make sure we have every features required:

- Respect core features
 - User Interface that allows you to manage the game state, for example; seeing
 - Graphical implementation of the game including enemies, bonus drops, weapon drops, movement and explosion animation and environment wraparounds.
 - Game controls to allow the control of the bomberman;
 - Implementation of bomberman moving, bomb planting and impact detection.
 - Implementation of powers-up (extra life, detonator, cluster bomb...).
 - Implementation of sound system.
 - Simple AI implementation for enemies (different types of enemies with different abilities sets, bosses)
 - The high score list with statistics
 - 2 player (or more) mode, alternating turns
 - Different levels of difficulty (different/ random mazes for each level):
- *Softcopy:*
 - Submit a softcopy of the entire program directory to the project subdirectory of your team project using GitHub. You need to indicate whose project directory holds the final version of the project*
 - Your final program should encompass principles of good program design, such as the effective use of classes and methods, informative names for variables and methods, and code that is efficient and concise. With regard to documentation, you should provide at least one comment at the beginning of every method, describing what the method does, and at least one comment at the top of every class file, briefly describing the class.*
- *Minutes*
- *User Manual and Implementation*
- *Evaluation*
- *Oral presentation*

