Weekly meetings : Sep13-19

Tuesday, Sep 15

**Discussion Points**

In gearing up to start coding work, we decided to discuss what part of the game we would implement for the first milestone. It was decided to tackle the civilian attributes first as they would lay the foundation for other systems and could be tested in isolation as a sort of game. The guidelines we decided to follow are listed below

Overview

* Current goals for play
  + maximize money gain over time
    - money gain = agriculture output – needs
    - no way to lose
    - fixed prices for now (because of fixed stats/no market forces)
  + Get to level 9 as fast as possible
    - each level has a simple money cost
    - complexity increases with level
* Basic cultivation
  + Statistic-based
  + No seeds for now
  + ‘Slotted’ individual plots
* Basic cooking
  + No recipes just yet
  + Prepared food > raw food of same type
  + Nutrition will be dealt with later

**Assignments for Thursday (for both of us): Considering these guidelines, think about a plausible set of mechanics that we could implement and test.**

Thursday, Sep 17

**Discussion Points**

This time, we talked much more specifically about how we could organize our code to be easily congealed. We developed some coding conventions that, if followed, would permit easy catch-up and interpretation of our code. These conventions are listed below.

Variable declarations

* static (constants, generally) on top
* group by association – ex: all variables associated with status effects
* private unless specifically needed elsewhere
* comment them with their intended use, constraints, etc

Method format

* In general, only call methods in Update/LateUpdate
* **Use metrics methods to keep track of anything that has regular updates**
* use variablename\_in for method arguments (for organization)
* avoid return types unless the method is small and specific
* refactor regularly

Inheritance

* Introduce through refactor (don’t worry too much on the first pass)
* Avoid large methods in base classes
* comment base methods well

**Assignments for Tuesday (for both of us): Continue to explore mechanics conceptually, next meeting would be about what we came up with.**