Weekly meetings : Sep20-26

Tuesday, Sep 22

**Discussion Points**

It was here that the first milestone for coding and design was set. We discussed several possibilities of implementable systems, as well as ways to represent them in game. A close representation of the decisions we made is available in the milestone 1 gameplay abstract. Mechanics included:

* 9 attributes per civilian, fixed for this milestone
  + 3 efficiency attributes which improve how fast tasks are completed
  + 3 quality attributes which improve the results of tasks
  + 3 overarching statistics that affect the drain/recovery of the task oriented attributes
* Around 20 possible crops to plant, included in the Bushburg\_Crop\_Levels document
  + Each plant can be cooked for specific buffs
  + increased quality improves the buff effect
* Leveling up has a fixed cost, which increases civilian count/crop choice/number of plots
* Crops can also be sold, which is the primary means of ‘winning’ the scenario

**Assignments for Thursday the 22nd:**

Matthew – Create an organization shell within the Unity editor to place new code into

Khangal – Put together icon assets to distinguish the 20 or so crops in the game

Thursday, Sep 24

**Discussion Points**

While the gameplay goals were now clear, much was left to be done in the way of implementation. With the code shell in place, we were now able to start work on the project in earnest. The discussion today was about which aspects of development we would each be responsible for. The tentative breakdown of work is as such:

Matthew

* Design work (non-coded gameplay mechanics)
* Mechanical system implementation

Khangal

* User Interface creation
* Asset work (non-coded art assets)

**Assignments for Tuesday the 29th:**

Matthew – Begin work on mechanical system implementation (structure of civilians, how they can be assigned, etc)

Khangal – Begin work on User Interface for milestone 1 test game