**Macrosoft Team Meeting Notes**

**5.29.2014**

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**Summary:** Discussed what remains to be done to finish the game. Final testing to ensure everything is working is required. Besides that, need to finalize GUIs so they are visually appealing. The specific things that need to be done for each GUI class are below.

To do

**Introduction**

* Change Help button text to be “How to Play”
* Perhaps change the above button to launch a pdf that shows the basic gameplay
* Consider changing image?
* Consider save/load functionality
  + Need a way to save game and specify the file name
  + Need a way to show all of the saved game files so the player can pick one

**New Game**

* Change layout to previous idea with labels indicating name, difficulty, a place to enter in name, drop down box for difficulty, and radio buttons for 3 player icons

**Game**

* Redo game layout so that questions and their answers are a separate pop up, this will allow more screen space for the maze
* Add player statistics in the right portion of the GUI
* Add a label to indicate if a player got a question right or not
* Allow direction keys to be used as input
* Allow enter button to be used to “submit” an answer to a question
* Move direction buttons to the top right of the GUI

**GameOver**

* Add a picture to the background
* Make buttons a little bigger (about 10%)
* Make statistics bigger in size (the font)
* Separate statistics into two columns

**Room Textures**

* Add public static constants to represent the file locations of the player image icons (e.g. public static final String linkIcon = “./images/linkIcon.jpg”
* Add a new directory that contains all of the images used in the game

**GameDriver**

* Pass in player name, difficulty, and String representing chosen icon, from New Game to Game

**Maze**

* Add picture to show where the goal is
* Fix randomization of exit location