Meeting Minutes

Team 3

Andrew Penhale, John Lian, Nicolas Martin, Charles Marokhovsky, Henry Lu, and Omar Abdelkader

Meeting #1

Date: Friday March 1st, 2013
Time: 5:30pm
Location: Trottier Floor 1
Minutes recorded by: John
Meeting Manager: Nicolas

Meeting Notes:
- The group mutually agreed to spend as much time as was desired to work on the code over reading week.
- We will meet after break to compile whatever code we have as well as to schedule weekly meetings and assign jobs for everyone.

Division of Labour:
- Begin coding and work on whatever aspect of the game for as long as is desired (everyone)

Meeting #2

Date: Thursday March 14th, 2013
Time: 5:00pm
Location: Trottier Basement
Minutes recorded by: Henry
Meeting Manager: Omar

Meeting Notes:
- Omar compiled and demoed what we have so far:
    - Main Menu screen with selectable buttons.
    - The buttons only display an output in the console, at the moment they have no other function.
    - Background image and fonts are implemented.
- Discussed which features and requirements of the game should take priority over others, as well as which were easiest to implement.
- Start off with assigning operations to the spaceship: accelerating and decelerating as well as shooting.

Division of Labour:
- Project Management (Omar)
- Collision detection (Omar)
- Game Event Loop, Logic (John)
- Spaceship class (Nicolas)

-Alien class (Andrew)
- Asteroid class (Charles)
- Projectiles class (Henry)
- Learn more about programming a game efficiently in Java (Everyone)

Meeting #3
Date: Saturday March 16th, 2013
Time: 3:00pm
Location: Trottier Floor 3
Minutes Recorded by: Andrew
Meeting Manager: John

Meeting Notes:
- Some members of the group had never worked with Java Swing before.
        - will need to spend extra time going over online tutorials provided by TA.
- Main menu buttons now display new blank panels when selected.
- Decided certain methods could not be implemented before some classes were finished (for example collision detection before any asteroids were created).
- Individual members of the group were having difficulty coding entire classes by themselves.
        - roles assigned in Meeting #2 were discarded.
- Multiple members now working on each class.

Division of Labour:
- Implement Alien class (Andrew and John)
- Implement Asteroid class (Charles and Henry)
- Complete Ship class and finalize velocity settings (Omar and Nicolas)
- Implement Projectiles class (Omar and Nicolas)

Meeting #4
Date: Tuesday March 19th, 2013
Time: 9:30am
Location: Trottier Floor 3
Minutes Recorded by: Omar
Meeting Manager: Nicolas

Meeting Notes:
- Ship Class created and given basic properties and functions such as x- and y- coordinates, rotate, accelerate.
- Ship polygon created.
- Asteroid class created and given properties such as angle of rotation, velocity.

Division of Labour:
- Determine polygon coordinates for different shapes and sizes of asteroids (Henry)

Meeting #5
Date: Tuesday March 19th, 2013

Date: Tuesday March 19th, 2013
Time: 3:30pm
Location: Trottier Floor 3
Minutes Recorded by: Charles
Meeting Manager: Henry

Meeting Notes:
- Asteroids class implemented with small, medium, and large heptagon-asteroids.
- While there is no collision detection yet, the asteroids are configured to split into two when hit.
- Projectiles can be shot from the Ship.
- Aliens spawn in the game and move towards the ship but currently serve no other function.

Division of Labour:
(None)

Meeting #6
Date: Saturday March 23rd, 2013
Time: 2:30pm
Location: Trottier Floor 3
Minutes Recorded By: Nicolas
Meeting Manager: Omar

Meeting Notes:
- Collision detection implemented with Asteroid, Ship, and Projectiles classes.

Division of Labour:
(None)

Meeting #7
Date: Monday March 25th, 2013
Time: 2:00pm
Location: Trottier Floor 3
Minutes Recorded By: John
Meeting Manager: Charles

Meeting Notes:
- Collision detection implemented with the Alien class.
- Aliens able to shoot projectiles as well.
- Implemented Sound Effects on/off option as well as Background Music on/off option.
- Imported sound effect files for scrolling through menu options.
- Imported background music file to be played while the game is being played.
- Score system was added.
- Tried merging branches of code on GitHub at the end of the meeting but failed to do so.

Division of Labour:
- Implement difficulty selection and on-screen indicator, as well as number of lives left (Omar, Andrew, Nicolas)
- Manually merge/copy code that everybody has been working on to a single branch on GitHub (John, Charles, Henry)

Meeting #8
Date: Thursday March 28th, 2013
Time: 1:00pm
Location: Trottier Floor 3
Minutes Recorded By: Andrew
Meeting Manager: Andrew

Meeting Notes:
- Changed the code to allow an infinite number of lives for demonstration purposes.
- Prepared project to present to course lecturer and TA as a demonstration.
- Encountered bugs while working on three different operating systems (Windows, Mac OS, and Linux): some sound files could not be played.

Division of Labour:
- None, the purpose of this meeting was simply to prepare for our demonstration

Meeting #9
Date: Monday April 1st, 2013
Time: 2:00pm
Location: Trottier Floor 3
Minutes Recorded By: Henry
Meeting Manager: Omar

Meeting Notes:
- Began creating the User Manual.
- Implemented a pause feature.
- Added animation for ship explosion.
- Added background image for gameplay
- Browsed SRS document to determine which requirements were essential and which were optional.

Division of Labour:
- Half the team will work on implementing the rest of the requirements as stated in the SRS (Charles, Omar, Nicolas)
- Half the team will work on the required documentation as well as the formatting of the code (Henry, Andrew, John)

Meeting #10
Date: Wednesday April 3rd, 2013

Time: 5:30pm
Location: Trottier Floor 1
Minutes Recorded By: Omar
Meeting Manager: Nicolas

Meeting Notes:
- Discussed what to present and how to present our game to the class.
- Figured out what else is left to implement in the project.
- Instead of assigning certain people to format the code as previously discussed, we decided that the commenting and the formatting can be done by everyone since it takes very little effort

Division of Labour:
-Commenting out code:
      - Asteroid class (Charles)
      - Projectiles class (Henry)
      - MainMenu class (Omar)
      - Ship class (Nicolas)
      - Alien class (Andrew)
      - ProjectilesAliens class (John)

Meeting #11
Date: Thursday April 4th, 2013
Time: 1:00pm
Location: Trottier Floor 3
Minutes Recorded By: John
Meeting Manager: Andrew

Meeting Notes:
- Added sound effects for aliens
- Commented and formatted both projectiles and projectilesAliens class
- Realized testing section is worth significant part project, should have implemented from the start
- What is Ant apache?

Division of Labour:
- Learn JUnit testing and take leading role in implementation of testing (John)
- Learn Ant Apache (Charles)

Meeting #12
Date: Moday April 8th, 2012
Time: 2:30pm
Location: Trottier Floor 3
Minutes Recorded By: Andrew
Meeting Manager: John

Meeting Notes:

- Further discussed our presentation agenda
- Each member of the group will talk about what they contributed most to:
    - MainMenu (Omar)
    - Asteroids (Charles)
    - Collisions (Nicolas)
    - Aliens (Andrew)
    - AsteroidsGames (John)
    - Projectiles (Nicolas)
    - Ship (John)
    - Upgrades (Henry) (compensate)
    - Levels (Charles)

    Future:
    - High Scores (
    - Multipayer (

- Need to create a powerpoint with screenshots and notes

Division of Labour:
- Create online Google powerpoint presentation (Everyone)
    - type content for presentation and produce screenshots (Everyone)

Meeting #13
Date: Tuesday April 16th 2013
Time: 8:00pm
Location: Trottier Floor 3
Minutes Recorded By: Charles
Meeting Manager: Omar

Meeting Notes:
- Gather everything we need to submit:
    - Meeting Minutes
    - java class files
    - java test files
    - FX (images, sounds)
    - UserManual.md
    - implementation notes
- compile into deliverable material:
    - Ant
    - JUnit suite file

Division of Labour:
- Submit!