GROUP AFA

Meeting Minutes 02-15-2019

Coal Creek 5:30

Discuss Planning Documents

- Use google docs for collaboration

+minutes

+other

-new dir "Docs" on the repo

+this will house pdfs and docs of minutes

UML Discussion

- Lucidchart

- Classes (tentative)

+Board (This may contain all components)

+Game (This may hold functions and instantiate the 'game')

+Menu (Maybe a subclass of Board. This would not do much)

+Button (Subclass of Menu. These would have unique functions)

Need "New Game", "Reset", "Quit"

+Grid (Subclass of board. This is what contains the tiles)

+Tile (Subclass of Grid. These are the moving pieces of the grid)

~Starting Position?

+Map/Maze (This may be a specific starting point to load the game on)

Design

-Black and White Maze

-Win notification? With audio(successful trumpet)

Concrete goals

-Start "Board" "Grid" "Tiles" "Menu" ?"Button"

Each member will create at least p-code for their assigned

element and will work on implementation of that p-code by 2/19/19

-Grid William

-Tile Jordan

-UML Jared

-Board Miles

-Menu Shin

GIT BRANCH TEMPLATE: Assignment#\_$GITUSER

END 6:30