GROUP AFA

Meeting Minutes

UW Library 6:00 pm

April 18, 2019

All group members in attendance

Changes since last meeting:

+Miles and Jared implemented tile rotation function

+Jordan made the tiles initialize randomly

Things that need to be done:

+Remove numbers from tiles (Shin)

+Tiles need to be deselected when an illegal action is taken

+ How should we alert the user to an illegal move?

-Red screen, maybe for < .02 seconds

-Cannot use sound or popup window

-text on the window could appear for a second, this may be considered a ‘popup’

+ ‘Select’ border may not be sized correctly

+ Who will make the final commit and submit?

Future considerations

+ Scaling does not work at all and the window does not format on smaller screens

+ Easter egg hidden in game? Has it been there the whole time? Come find me.

+ More extensive bug testing

+ Separate version of the game that has obnoxious colors and animations?

-Strobe flashing background (epilepsy warning?)

-Rainbow color scheme

-Mouse trails like sparkles or rainbow

Potluck meeting next time?

End meeting 7:00pm