GROUP AFA

Meeting Minutes

Coal Creek 5:00 pm

April 26, 2019

All group members in attendance

From the instructions “*This time we add something that should not be too strenuous.”*

Things to do:

* Relabel ‘NEW GAME’ button ‘FILE’

+ This button will be a dropdown containing ‘Load’ and ‘Save’

+ File explorer will be opened for load or save

+ Option to save if the current maze has been modified

* Redo of file format (Probably after we meet next)
* Error messages (mostly already done)

Discussion

- We should probably buy things from coal creek next time

- Maybe the colors should be redone (Dr. Buckner hasn’t said anything yet)

- Is it worth it to add things that have not been required of us?

+ Probably not

Things to fix:

* Make sure the deselect is not dependent on tile placement
* Dr. Buckner thinks the background of the game is ‘startling’
* Add more space in between the file? I thought we were in trouble for that earlier?
* Anonymous class bad. Anonymous class bad. Anonymous class bad.

Assignments

Shin: Save function and menu stuff

Jared: Remove anon class, tile deselection, rotation fix etc.

Jordan: Simplify and Fix tile drawing bugs

Will: Beautification and Bug testing

End meeting 7:00pm