

Meeting Minutes (Phase 1)

Meeting

Date: Jan 14, 2014

Time: 3:30 – 5:30

Minute taker: Sean

Meeting Manager: Wayne

Meeting details:

Important Brainstormed Requirements List

Sound (high priority; undeclared difficult)	Colors	Bomb planting
Music	Squared field	AI (enemy)
Menu	In Game Menu	Intelligence/level
Gameplay: win/lose	Statistics	Bosses -
Effect	Time	Pawns – 3 hits
Gameplay	Score	HP/counts (hits)
Bomb	Save/load/quit	Blocks
Dying	Options	Destructible
Level Design	Sounds: effects, music	Non-destructible
3 – 5 levels	Main Menu	Special
Randomized patterns	New games	Drops
AI Difficulty	Select levels	Randomized
Power Ups	Load game	Limitations
Speed	Options	List
Multiple bomb	Controls	Storylines
Range of bomb	Credits	Intro
Shield	Characters	Ending
Extra life	User(s)	Text/Pics
Design	Character selection	In-between levels
	Moving	

SRS Groups created:

Sound/Levels: Simon and Wayne	Intro
Menus/Storyline: Sean and Chianyu	External
Characters/Blocks: Clara and Alistair	Non-Functional

Next Meeting: Feb 7, 2014

Time: 3:30

Friday Meeting: Rm HSSL-m3-37

Meeting

Date: Feb 7, 2014

Time: 3:30 – 5:00

Minute taker: Alistair

Meeting Manager: Clara

Meeting details:

SRS - To Do:

- Specific Requirements

 - Tables created --> Chianyu

- Character use cases update

 - Blocks loaded --> Alistair

 - Blocks destroyed --> Alistair

- Functional Requirements --> Sean

- Character requirements --> Simon

- Editing final SRS document --> Wayne

For next week:

Start the SAD:

- Read phase 2 of the project.

- Research on Software Architecture Design.

- Come up with ideas to share at the next meeting (Research something in the section you did for the SRS).

- Research Java Swing and GUI.

Next Meeting: Feb 14, 2014

Time: 3:30

Friday Meeting: Trottier 3110

Meeting Minutes (Phase 2)

Meeting

Date: Feb 14, 2014

Time: 3:30 – 5:00

Minute taker: Chianyu

Meeting Manager: Simon

Meeting details:

3:30

Architecture Template

3:40

Diagrams 1: Static Machine Diagram

3:45

Diagram 2: Activity Diagram

3:50

Subsystems: Class model

4:00

Tasks division for the creation of the SAD:

Views:	Subsystems
Simon	Sean
Clara	Alistair
Chianyu	Wayne

Next Meeting: Feb 21, 2014

Time: 3:30

Friday Meeting: Cyberteque Pod 3

Meeting

Date: Feb 21, 2014

Time: 3:30 – 5:30

Minute taker: Sean

Meeting Manager: Alistair

Meeting details:

SAD Finalization:

Subsystems: Sean, Alistair, Wayne

Broken into two parts: Based on classes defined

User interface subsystem: Wayne

Story line:

Menus:

Audio/visual:

Game subsystem:

Controls: Alistair

Entities (character/AI): Sean

Blocks: Alistair

Level/map: Sean

Gameplay: Alistair

Power ups: Sean

Views: Clara, Simon, Chianyu

Diagrams

Will implement subsystem operations/methods after subsystems finalized

Overview:

Wayne

Simon

Analysis:

Quality requirements: Simon

Traceability matrix: Chianyu

Design rational:

Appended as design progresses/meeting with TA

Workload:

Simon

Next Meeting: Feb 28, 2014

Time: 3:30

Friday Meeting: Trottier 3110

Meeting

Date: Feb 28, 2014

Time: 3:30 – 6:00

Minute taker: Clara

Meeting Manager: Wayne

Meeting details:

Update subclass cut scenes/sound

Update subclass graphics/audio

Diagram overview

All subclass breakdown/review

Logics/physics subclass addition

Subclass input output

To do to fix SAD:

- Update diagrams
 - Update power up-bomb --> Sean
 - Aggregation link bomberman to power up --> Chianyu
 - Update bomberman attribute: add power up --> Sean
 - Update Moveable interface --> Alistair
 - Add moveable interface --> Alistair

System overview-wayne

Views update-Chianyu

Soft unit –Wayne

Analysis – Chianyu

Rationale-Simon

Reminder:

A Graphics class that has the ability to draw everything (draw methods!). Graphics and Physics should run in different threads and should share the same objects but not overwrite each other.

Next Meeting: March 14, 2014 --- after spring break!

Time: 3:30

Friday Meeting: Trottier 3110

Meeting Minutes (Phase 3)

Meeting

Date: Mar 14, 2014

Time: 3:30 – 5:00

Minute taker: Sean

Meeting Manager: Wayne

Meeting details:

Useful links/references about Bomberman implementation:

- Oracle: <http://docs.oracle.com/javase/tutorial/reallybigindex.html> (swing, layouts, graphics, event handlers, threads, etc.)
- Object oriented design playlist:
https://www.youtube.com/playlist?list=PLGLfVvz_LVvS5P7khyR4xDp7T9ICk9PgE
- Java swing(videos 20-30): <https://www.youtube.com/playlist?list=PLE7E8B7F4856C9B19>
- Java GUI(videos 49-56): <https://www.youtube.com/playlist?list=PLFE2CE09D83EE3E28>
- Graphical Animations: <https://www.youtube.com/playlist?list=PL8CAB66181A502179>

Groups Programming:

- Group 1: Chianyu, Clara
- Group 2: Sean, Wayne
- Group 3: Alistair, Simon

Group 1 will be working on logic

Group 2 will be working on menu, level, and sound

Group 3 will be working on bomberman, intelligence and enemy

Next Meeting: Mar 19, 2014 --- SUBGROUP MEETINGS

Mar 21, 2014 --- Full group meeting

Time: 12:30

Friday Meeting: Trottier 3110

Meeting

Date: Mar 21, 2014

Time: 12:30 – 3:30

Minute taker: Alistair

Meeting Manager: Sean

Meeting details:

1. Talked within sub teams to figure out overlapping code --> all
2. Worked over details of intelligence and how enemies will implement the interface
--> Alistair, Simon
3. Levels of intelligence --> Simon
4. Meet up before next meeting with sub teams to solidify separate packages --> all
5. GameAgent class will need to delete enemies when their hit points reach zero, not the enemies themselves. This is important because each AI could need its own thread to determine the next best course of action. --> Clara and Chianyu

*will meet next Friday to integrate all the subsystems together.

Next Meeting: Upcoming week --- SUBGROUP MEETINGS

Mar 28, 2014 --- Full group meeting

Time: 12:30

Friday Meeting: Trottier 3110

Meeting

Date: Mar 28, 2014

Time: 12:30 – 3:30

Minute taker: Simon

Meeting Manager: Chianyu

Meeting details:

1. Combined code from sub teams into what will be final packages
2. Naming conventions fixed to be consistent across combined code.
3. Lots of troubleshooting and testing to be done still
4. Problems with combining all the different classes --> All
5. Some implementations are different across code and this will be addressed for the next meeting. --> Wayne, Sean, Alistair, Simon

Next Meeting: Mar 31, 2014

Time: 1:00

Friday Meeting: Trottier 3110

Meeting

Date: March 31, 2014

Time: 5:00 – 8:00

Minute taker: Chianyu

Meeting Manager: Alistair

Meeting details:

Issues to deal with:

- Enemies not spawning on map --> Alistair, Simon
- Collisions not consistent for Player, update for collision methods --> Wayne
- Currently no working code for powers or how they will spawn --> Sean

- Moveable interface needs to be integrated into GameObject instead of being on its own --> Alistair
- Movement for enemies and player must have different implementations --> Alistair

Next Meeting: Apr 2, 2014 --- Before the demo

Time: 12:30

Friday Meeting: Trottier 3110

Meeting

Date: Apr 2, 2014

Time: 12:30 – 4:30

Minute taker: Wayne

Meeting Manager: Simon

Meeting details:

Problems to fix before the demo:

- ensure that all gameobjects will be able to at least spawn (blocks, enemies, player, no powers for now) --> Wayne
- Make sure that main menu items work --> Wayne
- Implement Level Select function instead of Save Game / Load Game option. --> Sean
- Player Collisions fixed.

Note: encountered issues with spawning enemies that could move before the demo, had to remove this code and therefore had no enemies on the map for the demo

To Do:

- testing and additional implementation for spawning and movement of enemies --> Wayne
- spawning and details of powers --> Clara, Sean

Next Meeting: Apr 5, 2014

Time: 12:30

Friday Meeting: Trottier 3110

Meeting

Date: April 5, 2014

Time: 2:30 – 10:00

Minute taker: Clara

Meeting Manager: Chianyu

Meeting details:

Problems:

- movement for AI not working properly, implementation needs work --> Alistair
- textures for every object needs to be loaded --> Wayne
- Sound needed --> Wayne
- debugging of game class --> Simon
- debugging of Player controls to make them more smooth --> Clara, Chianyu

Next Meeting: Apr 8, 2014

Time: 12:30

Friday Meeting: Trottier 3110

Meeting

Date: April 8, 2014

Time: 12:30 – 12:30

Minute taker: Sean

Meeting Manager: Simon

Meeting details:

To Do:

- finish working version before presentation --> Sean
- Make presentation PowerPoint and plan presentation speech --> All

Problems:

- High scores not working, can't write to highscores.txt file

- Need to implement bufferedReader and bufferedWriter
- Minor bugs in enemies movement
- bombs occasionally launching enemies off the map
- Need a timed invincibility method (AI too strong)
- Menus and in game HUD framework is present but implementation needs work
- Finish packages

Next Meeting: Apr 11, 2014 --- Post-Presentation

Time: 3:30

Friday Meeting: Trottier 3110

Meeting

Date: Apr 11, 2014

Time: 3:30 – 5:00

Minute taker: Chianyu

Meeting Manager: Alistair

Meeting details:

To Do:

- Presentation debrief and review the last minute parts of the project
- organize testing files --> Sean
- compile minutes into one document --> Alistair
- Compile implementation notes --> Chianyu, Clara
- remove unnecessary comments from code --> Wayne
- rename variables and methods in code for clarity --> Simon
- Final deliverable --> all