**Minutes for Meeting One**

Monday January 27, 2013

5th Floor Trottier

13:00-16:00

Meeting Manager: K. Tran-Quang

In Attendance:

J.Guzman

G. Ludwinski

H. Tran-Quang

N. Witter

Z. Zheng

Decision Items:

1. Menus and Interface Design will include a home screen with single-player and two-player options, a Help menu, an Options menu, and a High-Score menu.
2. Platform for developing systems will be Java with possible web page integration.
3. The SRS was split amongst the group.
4. Pair programming will be used, and the project will be largely treated as open.
5. The requirements were divided into essential, desirable, and optional.

Discussion Items:

1. What the name of the system will be.
2. What graphics will be used to represent the asteroids, spaceship, etc.
3. Whether music or sound effects will be used, or both.
4. Which optional features to utilize, and whether these will better the game.

N. Witter

Secretary

**Minutes for Meeting Two**

Friday February 1, 2013

5th Floor Trottier

13:00-16:00

Meeting Manager: K. Tran-Quang

In Attendance:

J.Guzman

G. Ludwinski

H. Tran-Quang

N. Witter

Z. Zheng

Decision Items:

1. The name of the system will be Asteroids++, signifying a modification on the classic game system.
2. The graphics for the system will be created in Photoshop.
3. Each member’s section of the SRS should be complete by next meeting.
4. Meetings will be held on the fifth floor of Trottier to allow for programming and ample workspace.

Discussion Items:

1. Whether the system should look similar to the original in terms of graphics.
2. How similar the system should be to the original in terms of game play.
3. How necessary web implementation is to the final product.
4. How to implement alternating game play.

N. Witter

Secretary

**Minutes for Meeting Three**

Friday February 15, 2013

5th Floor Trottier

13:00-16:00

Meeting Manager: K. Tran-Quang

In Attendance:

J.Guzman

H. Tran-Quang

N. Witter

Z. Zheng

Regrets

G. Ludwinski

Decision Items:

1. Determined the roles for the project: Project Manager-Khoi, Game Design-Peter, Project Documentation-Nicole (Khoi), Programming-Graham (Juan), Testing-Juan.
2. Split the SAD into parts for each member: System Overview-Nicole. Views-Peter, Software Subsystems- Juan (Khoi), Analysis-Khoi (Juan), Design Rationale-Graham.
3. A rough draft of the SAD should be ready for Monday evening.
4. The TA meeting will be attended by as many group members as possible.
5. An almost complete draft should be ready to be seen by TA before March 1.

Discussion Items:

1. How to organize the management of the project.
2. What the UML should contain and how it can be constructed.
3. Which additional features will be implemented, and how to feature them in UML.

N. Witter

Secretary

**Minutes for Meeting Four**

Friday February 22, 2013

5th Floor Trottier

13:00-16:00

Meeting Manager: K. Tran-Quang

In Attendance:

J.Guzman

G. Ludwinski

H. Tran-Quang

N. Witter

Z. Zheng

Decision Items:

1. A new version of the SAD will be prepared for Sunday.
2. This new version will contain a UML to be viewed by the TA.
3. The UML should contain separate classes for physics, GUI, and functionality.
4. The SAD will have another draft prepared for the next meeting, which should be nearly complete.

Discussion Items:

1. The look of the game: retaining the simplistic, classic look, or creating a modern-looking game.
2. How the coding will be divided among team members.
3. How to devise the UML to allow for effective and easy translation directly to code.
4. Which team members are responsible for which aspects of the SAD.

N. Witter

Secretary

**Minutes for Meeting Five**

Friday March 1, 2013

5th Floor Trottier

13:00-16:00

Meeting Manager: K. Tran-Quang

In Attendance:

J.Guzman

H. Tran-Quang

N. Witter

Z. Zheng

Regrets

G. Ludwinski

Decision Items:

1. The UML needs to be more detailed.
2. The SAD will reflect these modifications of the UML
3. The UML will be completed during the meeting; any necessary modifications to the SAD will be made before document is pushed.
4. Coding will begin upon return from Reading Week.

Discussion Items:

1. How to organize the UML (packages vs. classes, etc.).
2. What format to follow for the UML based upon research.

N. Witter

Secretary

**Minutes for Meeting Six**

Friday March 15, 2013

5th Floor Trottier

13:00-16:00

Meeting Manager: K. Tran-Quang

In Attendance:

J.Guzman

H. Tran-Quang

N. Witter

Z. Zheng

Regrets

G. Ludwinski

Decision Items:

1. The SAD needs to be refined in accordance to grader corrections.
2. The code will reflect the modified SAD.
3. The code will be written as follows: Juan-Spaceship class, Nicole-Shot class, Khoi-Ateroid class, Peter-Collision class, Graham-Other.
4. Additional meetings will be held to assure an adequate prototype is prepared.

Discussion Items:

1. How to use github and git.
2. The division of the code is for basic implementation, with everyone working together once the basics are assembled.
3. Prototype should be prepared in advance of presentation.

N. Witter

Secretary

**Minutes for Meeting Seven**

Friday March 22, 2013

5th Floor Trottier

13:00-16:00

Meeting Manager: K. Tran-Quang

In Attendance:

J.Guzman

G. Ludwinski

H. Tran-Quang

N. Witter

Z. Zheng

Decision Items:

1. The game needs to contain basic shooting, physics, and collision for the demo.
2. The sounds on the game should be featured for the demo.
3. Additional features and the remaining core features need to be completed a few days prior to the oral presentation with minimal bugs.
4. Different levels, weapon drops, multiplayer mode, bosses, and other additional features should still be implemented.

Discussion Items:

1. When to have additional coding sessions.
2. If the graphics and sounds are what we as a group want for the game.
3. How to fix bugs in the game in the best way to prevent future problems.
4. Refactoring the code for easier use.

N. Witter

Secretary

**Minutes for Meeting Eight**

Thursday March 28, 2013

5th Floor Trottier

15:00-16:00

Meeting Manager: K. Tran-Quang

In Attendance:

J.Guzman

G. Ludwinski

H. Tran-Quang

N. Witter

Z. Zheng

Decision Items:

1. When asked questions about aspects of the game, each person should answer based on what code they wrote.
2. The demo will feature two different versions of the game, one with the GUI and one with the appropriate physics.
3. These two versions need to be merged by the end of the weekend.
4. Some additional features will not be included due to time, but the features to be cut have not yet been determined.

Discussion Items:

1. What additional features can be reasonably included.
2. How to implement the AI for the alien ship.
3. How to fix bugs in the game in the best way to prevent future problems.
4. Refactoring the code for easier use.

N. Witter

Secretary

**Minutes for Meeting Nine**

Friday April 5, 2013

5th Floor Trottier

13:00-16:00

Meeting Manager: K. Tran-Quang

In Attendance:

J.Guzman

H. Tran-Quang

N. Witter

Z. Zheng

Regrets:

G. Ludwinski

Decision Items:

1. The code needs to be cleaned up to proper formatting and syntax standards.
2. The demo will feature the almost complete version of the game, with an AI for the UFO.
3. The implementation notes and user manual will be made after the presentation.
4. The group evaluation should be completed after the presentation to ensure the accuracy of its contents.
5. The presentation will have the game displayed and all of the elements explained. We will also explain why we choose those elements over others.

Discussion Items:

1. What additional features can be reasonably included.
2. What to add after the presentation, if anything.
3. How to fix bugs in the game in the best way to prevent future problems.
4. Refactoring the code for easier use.

N. Witter

Secretary

**Minutes for Meeting Ten**

Friday April 12, 2013

5th Floor Trottier

13:00-16:00

Meeting Manager: K. Tran-Quang

In Attendance:

J.Guzman

G. Ludwinski

H. Tran-Quang

N. Witter

Z. Zheng

Decision Items:

1. Test cases were made for the system to ensure it is operating correctly.
2. The code will not be altered any further.
3. The user manual, implementation notes, SAD, and all other documents should be completed by the weekend.
4. The code will be commented out and organized.

Discussion Items:

1. What will not be implemented.

N. Witter

Secretary