[Retro Game] meeting minutes

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| Location: | ANU Graduate House |
| Date: | 22nd April 2018 |
| Time: | 2:00 pm – 3:00 pm |
| Attendees: | Wei Wang, Tingyu Pan, Min Liu, Yuehan Zhao |

# Agenda items

1. Which retro game should we choose to develop?
2. The basic method for developing the game.
3. The role of each member.
4. Decide which part of the game each member should do.

| Action items | Owner(s) | Deadline | Status |
| --- | --- | --- | --- |
| How to develop the GUI | Wei Wang | 29th April 2018 | In progress |
| How to develop the enemy | Tingyu Pan | 29th April 2018 | In progress |
| How to develop the player | Min Liu | 29th April 2018 | In progress |
| How to develop the bullet | Yuehan Zhao | 29th April 2018 | In progress |
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(T as Tingyu Pan, W as Wei Wang, M as Min Liu, Y as Yuehan Zhao)

Decide team structure and game

1. Which retro game should we choose to develop?

W: Don’t choose the frogger.

Y: Some interesting game and easy to develop, like raiden.

2. The basic method for developing the game.

T: We should search for the informations about developing raiden in Android.

M: Use finger to move the player instead of virtual keys.

3. The role of each member.

M: Has the idea of how to write the player movement using finger, so choose to be the player programmer.

T: I can do the enemy plane.

Y: choose to write the bullet.

W: do the rest part, like the GUI.