[Retro Game] meeting minutes

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| Location: | DA Brown Rm 110 |
| Date: | 26nd April 2018 |
| Time: | 3:00 pm – 5:00 pm |
| Attendees: | Wei Wang, Tingyu Pan, Min Liu, Yuehan Zhao |

# Agenda items

1. What we have done in this week.
2. The issues so far.
3. The functions of the game.

| 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 | complete |
| Deal with the git issues | Wei Wang | 6th May 2018 | In progress |
| Movement of player | Min Liu | 6th May 2018 | In progress |
| Surfaceview relative | Yuehan Zhao | 6th May 2018 | In progress |
| UML relative | Tingyu Pan | 6th May 2018 | In progress |

(T as Tingyu Pan, W as Wei Wang, M as Min Liu, Y as Yuehan Zhao)

decide functions and deal with issues

1. What we have done in this week.

Y: Searched for some example games written in Android. SurfaceView is a good approach to develop Android games.

M: OnTouch can be used in mouse drag and click.

W, T: Still finding the approaches to write their own parts.

2. The issues so far.

W: Built a git repo on gitlab.

Y: Everything pushed has been rejected.

M: Mouse dragging imageView has some delay.

3. The functions of the game.

M: Basic functions like player moving, shooting. The enemy plans can shoot the player and damage the player.

T: Getting awards and adding life. Different outfits.

Y: Add a boss. The planes have moving tracks.

W: Sound and BGM.