[Retro Game] meeting minutes

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| Location: | ANU Graduate house |
| Date: | 11st May 2018 |
| Time: | 2:00 pm – 3:00 pm |
| Attendees: | Wei Wang, Tingyu Pan, Min Liu, Yuehan Zhao |

# Agenda items

1. Display what have done.
2. The new issues in this week.
3. Additional functions.

| Action items | Owner(s) | Deadline | Status |
| --- | --- | --- | --- |
| Deal with the git issues | Wei Wang | 6th May 2018 | In progress |
| Movement of player | Min Liu | 6th May 2018 | complete |
| Surfaceview relative | Yuehan Zhao | 6th May 2018 | complete |
| UML relative | Tingyu Pan | 6th May 2018 | complete |
| Enemy | Tingyu Pan | 15th May 2018 | In progress |
| Bullet | Yuehan Zhao | 15th May 2018 | In progress |
| GUI | Wei Wang | 15th May 2018 | In progress |
| Player | Min Liu | 15th May 2018 | In progress |

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

consider and plan extension aspects

1. Display what have done.

Y: The structure of surfaceview is done. Bullet class is done.

Y: The background moves so fast, and the game over GUI should be added.

W: Will finish these before 15/5.

M: As we use surfaceview, I need to change the player from main activity to surfaceview, No OnTouch method, will find a new way to code it,

T: The collision between player and enemy planes will be added soon. Bullet speed conflicts with enemy speed. The tracks will be improved.

2. The issues so far.

W: The git repo could not be fixed yet.

Y: We need to push our works to the gitlab, so please fix it as soon as possible.

M: The Game over Gui should be added or the explosion cannot be desplayed.

T: The planes will disappears when the bullet disappears.

3. Additional functions.

Y: Add sound and bgm. I’ll add the awards and life bonus.

M: I’ll add sound and bgm.

T: Getting awards and adding life. Different outfits.

W: Display life and score.