[Retro Game] meeting minutes

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| Location: | ANU Graduate house |
| Date: | 15th May 2018 |
| Time: | 2:00 pm – 3:00 pm |
| Attendees: | Wei Wang, Tingyu Pan, Min Liu, Yuehan Zhao |

# Agenda items

1. Review demo.
2. Things need to be proved.
3. Write all documents.

| Action items | Owner(s) | Deadline | Status |
| --- | --- | --- | --- |
| Deal with the git issues | Wei Wang | 6th May 2018 | complete |
| Enemy | Tingyu Pan | 15th May 2018 | complete |
| Bullet | Yuehan Zhao | 15th May 2018 | complete |
| GUI | Wei Wang | 15th May 2018 | complete |
| Player | Min Liu | 15th May 2018 | complete |
| GUI improvement | Wei Wang | 17th May 2018 | In progress |
| Write test | Yuehan Zhao | 17th May 2018 | In progress |
| UML adjustment | Tingyu Pan | 17th May 2018 | In progress |
| Player improvement and document writing | Min Liu | 17th May 2018 | In progress |

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

review and practice demo

1. Review demo.

Y: The game looks good but a little bit hard.

2. Things need to be proved.

W: Frames need to be improved and slower.

Y: Some classes should be changed in order to write testing.

M: UML need to be changed since some attributes and classes have changed.

T: Add some small planes combined with the boss plane.

3. Write all documents.