

Minutes for group meeting 2

Group 05 – “MultiPixel”

Date and location: Feb 01, 2022, Library room 152

Present participants: Mathew Gardner, Colton Leighton, Hunter Beach, Thomas Rotchford

Missing participants: Aidan Trujilo (Excused)

Facilitator: Colton

Archivist: Thomas

Scrum Master: Mathew

Project repo: [thomasrotchford/CS386-2024-multiPainter](https://github.com/thomasrotchford/CS386-2024-multiPainter): This is the repository for our cs386 semester project (github.com)

Activity Tracker: [CS386 - Activity Tracker - Google Sheets](#)

Start: 3:35 pm

Finish:

1. Summary of activities

Thomas looked into django and found an installation guide

[Introduction to Django and Installation - GeeksforGeeks](#)

Colton looked into SQL.

Useful for exporting statistics and holding account data and stuff

We would not encrypt it

Does sql have encryption?

Hunter did 2 interviews

Why would u play game

Have fun and connect with friends

Competition, winning, social environment

Hire a game

Challenging and improvement

Add game

Make game competitive and co-op

Leaderboard system

Global and personal

Time?? Or score??

Make like darksouls

Allow player to improve (personally)

Rpg elements

Leveling systems, profile swag

Time challenges (bomb in the corner) and races

BTD battles

Completing small puzzles fast to attack people

No erase challenge most

One with lots of colors(so many colors)

Engaging games suck soul in

Background music

Sfx

Control all by mouse or keyboard

Like scribblenauts

Remake paintings for a museum (story)

Goblins

Scan things into game (downscale pixel)

Text chat

Like flash game????

Interviews must be done by feb. 11

Record them

Bare minimum is a website with one level

Digital ocean droplet for server hosting

Aws ec2

Difficult config but flexible

Lnode and vulture for server hosting

Interview questions

Get personal data

Do you play browser games

What do you want from a browser game

Competitive or relaxing

Explain idea

2. Retrospective

(i) Appreciations: ...

Hunter good interviews

Hunter pizza

(ii) Successes: ...

Ideas

(iv) Barriers: ...

Not knowing anything about full stack development

(v) What we should try next time: ...

3. [Include here the other items that need discussion]

Interview scripts

What language to program web game

4. Planning

Next meeting finalizes ideas

On Thursday the 8th

14	Meeting 1	Coordination	1	Everyone	Jan 15	7.5	10	Done
15	Week 2							
16	research flask	Development	1	colton	8th			
17	Artwork and palettes	Development	1	Thomas	8th			
18	research html5	Preparation	1	Hunter	8th			
19	everyone does 2 interviews	Development	2	everyone	Sunday 11th	1		Planned
20								