

Agenda for meeting on 31-3-2020

Project: 1-2 Crazy Putting

Date: 31/3/2020

Group number: 4

Group members: René Steeman, Aaron Schapira, Ivan Poliakov, Jean Janssen, Matthijs Kusters, Hoaran Luan

Chair: Aaron

Secretary: Matthijs

1. Opening at 14:30
2. Minutes last meeting
 - a. Remarks from group: none
 - b. Remarks from tutor (1 minute)
3. Reflection phase 1 (4 minutes)
4. State of the project (5 minutes)
 - a. Completed tasks/milestones
Finished: New 3D engine, basic 2D engine, improved structure (WIP), improved terrain/water rendering.
5. Planning (3 minutes)
 - a. Things to finish before the next meeting: Advanced 2D engine and final project structure.
 - b. In progress before next meeting: Redone UI, connection between UI and backend, playable game, basic course designer, 3D UI for resetting the ball and shooting.
 - c. Twice a week, once on Saturday at 10:00 and on Tuesday at 10:00. If needed we'll schedule extra meetings 'on-demand'.
 - d. Planning of the complete phase

René	3D engine, create basis of 2D engine, improve project structure, expand 3D UI, 3D course designer, course designer save/load system, improved terrain and water rendering													
Aaron	Support Ivan with the bot (research and implementation for basic and advanced bot)													
Ivan	Improve project structure, ensure that we have a playable game, bot research and development (basic and advanced)													
Jean	Expand 2D engine, redo 2D UI, connection UI and backend													
Matthijs	Second order Verlet solver, classic 4th order Runge Kutta solver, bouncing against trees, consider flying balls													
Haoran	Music and sound effect, 'multiplayer'													
Description	March 23	March 30 / April 6-12	April 13-17	April 20-24	April 27 - 1 May 4-10	May 11-17	May 18/19							
Create new 3D engine														
Create new 2D engine														
Project structure														
Redo UI														
Connection UI and backend														
Have a playable game (for humans)														
Second order Verlet solver														
Classical 4th order Runge Kutta solver														
Bouncing against trees														
Basic bot research														
Basic version of basic bot														
Finished basic bot														
Research advanced bot (phase3)														
Get started with advanced bot (phase3)														
Course designer basics (phase 3)														
Course designer finished, including saving/loading (phase 3)														
Improved terrain and water														
3D UI improvements (ball reset preview, shot direction indicator)														
Music/sound effects														
Multiplayer (turn based or switch after goal?)														
Consider flying balls (phase 3 prep)														
Start with report (mainly structure)														

6. Any other business (2 minutes)
 - a. From group: What is meant by “allow for players to play against each other or an artificial intelligence player (bot)”, does it mean that we have to switch between ‘players’ or can the game just be rebooted?
 - b. From tutor
7. Chair/Secretary for the next meeting. Chair: Ivan, secretary: Haoran (with René as backup if the connection fails)
8. Closing at 14:45