

## Meeting Notes 12-5-20:

Overall Project State:

- check due deadlines for project
- build project presentation/video

Brandon:

- new title screen + SE Team 4 icon

-SRS

- swap out phoenician for mesomerchant
- presentation + anything else due
- fill in meeting notes so it's weekly
- submit main documents

Ben:

- item change state when walk into babylon
- replace asset sprites
- bandits implemented, sword to fight them
- palace guard implemented
- mine + trees
- playtest changes

Tynan:

- complete assets, put into folder + push it
- add door to throne room
- fill out details + flavor in babylon
- playtest changes

Deliverables:

12/5:

- game finished
- srs finished

tomorrow noon 12/6 noon:

- presentation

tomorrow 12/6:

- website finished
- after SRS
- needs:
  - demonstration video
  - updated diagram .pngs
  - updated SRS
- highlight video finished

**Meeting Notes 12-1-20:**

- went over map1 + map4 scripts
- went over implementation
- overviewed new maps

Next Meeting:

Raj:

- SRS

Tynan:

Priority 1 - map wireframe added so NPCs can be placed/dialogue added to

- map tiles, buildings, walls
- committing to main file

Asset Searching - Assets, sounds, historically appropriate tilemaps + characters + items for setting, as well as core items + assets listed in script

- asset priority is script/teaching related outcomes first

Ben:

- Implement Dialogue

Brandon:

- implementation
- then SRS if time

Nicky:

- SRS
- Next planning session 12/3

**Meeting Notes 11-24-20:**

- exam 2 and thanksgiving week

**Meeting Notes 11-16-20:**

- PI goal: Level 1 completed
- went over planning goals for increment
- build wireframe + implement map functionality in conjunction with script
- <https://docs.google.com/document/d/1goKVL2wffJO5hBTK7wfaUtns0LptdASBJBLydQla-c/edit>
- name change needed

**Meeting Notes 11-8-20:**

- PI goal: demo + basic functionality built
- <https://drive.google.com/drive/folders/1KdEEsmSVjATR-0xvwwNk8b918Wf0TzM->
- Raj - Scripting + Storyboarding
- Brandon + Nicky: NPC Dialogue
- Ben: UI Demo + Elements
- Tynan: Map Creation

**Meeting notes 11-1-20:**

engine chosen:

- solarus

rough deadlines:

- Nov. 22-3 will take up bulk of programming

Style guideline:

- 24 hours group submission deadlines vs. official deadlines

AI:

- everybody send in photos for the website

- class diagram

  - Nicky + I

- sequence diagram

  - Tynan + Ben

- website skeleton

  - Raj

Expect/Upcoming Work:

- initial practice assignments + UI

- admin tools + repos up

  - initial commit

  - initial task

  - testRepo

Other AI:

- update discord

- update group discussion post

- bring notes to google docs

### **Meeting notes 10-28-21:**

- investigation into engines, initial program loop built

- unity and solarus

- put together resources + documentation

- have established documentation

- demonstrate program loop + one feature

- source material

- from what we're teaching

- how that's going relate to game mechanics

## Meeting notes 10-25-21:

Determine:

- genre
- subject

-define genre

-math

-history

- <https://www.doe.mass.edu/frameworks/current.html>

- p. 67 potential outcomes grade 4 history

-reading

-writing

-speaking + listening

-could be multiple classes

-game genre

-RPG

-progression: need to remember what other characters said to you

-turn based math

-requirements

-core curriculum:

-30 minute play windows

Considerations:

- personal expertise on subject

Ideas:

-world map for RPG

-trading simulator between different countries, you're a merchant and you have to trade items between different countries

-could also work for some math outcomes

-action aspect to keep engagement, feedback or fighting, so it's not just math or history

Questions to ask:

- what is meant by a 30-minute play window

Things we have determined:

-2D

-RPG

-explorations of historical settings

-turn based combat that involves math

-trading that involves math

-grade 6 world history

- outcomes
- character progression through questions or gating
- progression based off outcomes like math
- indirect learning outcomes

- website
- decide on an engine

#### Project Requirements + Use Cases:

- Requirements (wednesday night)
- Ben
- Nicky
- 530pm – meet in discord
- come to this with a rough draft or start meeting at 530 and then break + get back together at 630
  - what he said in class
  - what we've decided so far
  - wednesday + in SE discord

- Use Case Diagram (thursday night)
- Raj
- Tynan
- Brandon
- 330pm – meet in discord

#### Next meeting:

- set weekly meeting time
- website

#### Later:

- engines
- azure set-up + testings

[https://en.wikipedia.org/wiki/Agile\\_software\\_development](https://en.wikipedia.org/wiki/Agile_software_development)

#### **Meeting notes 10-22-21:**

- detail project idea first
- schedule a meeting for 10-25-21 to detail project idea
- after project idea is settled our next step will be to determine game engine