

## Team 7 Project 3 Meeting Log

Mon. March 26 9:00 – 9:55 AM – LEEP2 Café

Discussed:

- Division of work between group members:
  - Sahil: Asteroid Movement, Score Counter
  - Leon: Character Movement and Physics
  - David: Graphics and Sound
  - Robert: Main Menu UI, future documentation that has not been completed yet
- Will likely shift workload between members as project moves forward, depending on circumstances.
- Continue going through tutorials in Unity and C# when necessary. We will certainly need to learn more as we move forward.

Wed. March 28 9:00 – 9:55 AM – LEEP2 Café

Discussed:

- Now that the sprint has truly begun, what things can we realistically accomplish during this sprint? What will need to be saved for Project 4? Right now, it looks like we will be able to accomplish most of the things we set out to complete when brainstorming before/over Spring Break.
- Do we want to incorporate enemies in the game? Probably not, will stick to obstacles like asteroids for now.
- Some members of the group use Mac, some use Windows. How will this affect development when certain libraries that might not be available to one platform are used? No problems yet, will see what the future holds.

Fri. March 30 9:00 – 9:55 AM – LEEP2 Café

Discussed:

- Collisions
- Asteroid Size
- Player Attributes
- Player Movement
- David will help with physics of game now as well.

Fri. April 6 9:00 – 9:30 AM – LEEP2 Café

Discussed:

- What features will prototype of Main Menu UI include? Originally wanted to include volume manipulation, will likely save that for Project 4.
- Player interaction
- Adding sound effects and music to the prototype.
- Shifted some of the documentation workload. When it comes to unfinished documents, Leon will handle the Use Case Diagram, State Diagram and the Final Gantt chart now, and David will handle autodocumentation of code.
- More Goals for Project 4, such as:
  - Greater customizability of game through UI
  - More artwork
  - Power ups? Maybe for Project 4.
- Blender objects added during Mac development are not showing up for those developing on Windows. Windows users will continue to develop in other areas that do not require use of Blender, like UI and documentation.