MetaGames: Architectural Review 2

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Feedback Form: tinyurl.com/metavideogame2

Current Progress

1. Developed MVP of both architecture and plot
   a. Enhanced graphics

2. After the code review, we worked to reorganize code into model, viewer, and controller

3. Implementing data storage and display design

Architecture

MODEL

1. State class: stores historical info
2. Stage class: info to project onto the screen
3. Mapping Object Class: text info for buttons and what screen they map to

VIEWER

1. Textbox Class
2. Button Class
3. Screen Class: takes stage and state from model and displays onto screen

CONTROLLER

1. IsOver
2. IsAnythingClick
3. isTyping

Functions that identify user mouse and keyboard activity

Moving Forward

- Finalize our model, view, controller changes

- Creating document that users can update to automatically populate

  into code

- Enhancing visuals and user experience

- Merging our prewritten architecture and plot

- Improving story plot

Questions

- What are your thoughts about our current classes?
- What are your thoughts on the way we display our data with the stage and mapping object classes?
  - Any new ideas come to mind?
- What are your thoughts on the way we store our data?
- Can you think of any additional mechanics that would make the game more fun to play/more challenging to code?