**April 26 2012 Meeting Minutes**

**Review Tasks and Progress:**

* Sarah
  + Finished XML and level editing
* Lucy
  + Reverted cover page to old colours
  + Created new berry item
  + Wrote up instructions

**Tasks:**

* Sarah
  + Implement and debug “losing”
  + Edit speeds
* Lucy
  + Edit instructions
* Schukey
  + Add bunny to front page
  + Build levels
  + Add outline to berries
  + Useful information:
    - G = 0.9
    - Vy = 16 m/s
    - Vx = 12 m/s
    - Bunny is shrunk 50%

[9:04:29 PM] Schukey: heysss

[9:04:57 PM] Sarah Chan: hey~

[9:05:03 PM] Sarah Chan: Lucy may or may not make it

[9:05:08 PM] Schukey: oh?

[9:05:23 PM] Schukey: okkkk...let's wait for a few minutes?

[9:05:26 PM] Sarah Chan: she said she's pretty busy

[9:05:27 PM] Sarah Chan: sure

[9:05:37 PM] Sarah Chan: http://www.youtube.com/watch?v=dJxj1mou03M

[9:05:38 PM] Sarah Chan: =D

[9:05:39 PM] Schukey: i seee

[9:05:40 PM] Schukey: LOL

[9:05:42 PM] Schukey: xD

[9:06:02 PM] Schukey: LMAO

[9:06:15 PM] Schukey: hahahaha so funny

[9:06:22 PM] Sarah Chan: yeah xD

[9:06:31 PM] Schukey: it's only a parody right

[9:06:32 PM] Schukey: LOL

[9:06:34 PM] Sarah Chan: I love the Michael Bay part

[9:06:37 PM] Sarah Chan: too bad

[9:06:39 PM] Sarah Chan: yeah xD

[9:06:48 PM] Sarah Chan: It would epic if it's the actual thing

[9:06:58 PM] Schukey: i know right!

[9:07:08 PM] Sarah Chan: yeah xD

[9:08:01 PM] Schukey: http://www.youtube.com/watch?v=0snNB1yS3IE&feature=BFa&list=HL1335488803

[9:08:05 PM] Schukey: so inspiring

[9:08:06 PM] Schukey: LOL

[9:11:01 PM] Sarah Chan: Aww it's pretty nice

[9:11:07 PM] Sarah Chan: Chocolate supply...

[9:11:11 PM] Schukey: yaaaa it's so powerful

[9:11:12 PM] Sarah Chan: genius ide

[9:11:12 PM] Schukey: LOL

[9:11:14 PM] Sarah Chan: yeah

[9:11:15 PM] Sarah Chan: man

[9:11:20 PM] Sarah Chan: It's so sweet xD

[9:11:44 PM] Schukey: i know!

[9:11:52 PM] Schukey: there's a poem at the end of her speach too

[9:11:56 PM] Schukey: speech\*

[9:12:55 PM] Schukey: do u want to start?

[9:13:02 PM] Sarah Chan: oh wow

[9:13:03 PM] Sarah Chan: so much time passed

[9:13:09 PM] Sarah Chan: I shall finish this later

[9:13:10 PM] Schukey: hahaha xD

[9:13:14 PM] Schukey: okies LOL

[9:13:15 PM] Sarah Chan: sure

[9:13:18 PM] Sarah Chan: Soo yeah

[9:13:18 PM] Schukey: i really like her poems

[9:13:24 PM] Schukey: just found her yesterday on youtube

[9:13:26 PM] Schukey: hahaha

[9:13:32 PM] Sarah Chan: really xD? Wow

[9:13:35 PM] Schukey: yaaa!

[9:13:39 PM] Schukey: ok! let's go

[9:13:42 PM] Schukey: hhahhaa

[9:13:44 PM] Sarah Chan: ahh okay ^^'

[9:13:49 PM] Sarah Chan: I guess I'll start?

[9:13:53 PM] Schukey: yup!

[9:14:11 PM] Sarah Chan: Pretty much, I finished the XML level building

[9:14:12 PM] Schukey: i'll do meeting minutes?

[9:14:14 PM] Sarah Chan: Or level generating

[9:14:17 PM] Sarah Chan: sure!

[9:14:18 PM] Schukey: :O

[9:14:21 PM] Schukey: that's amazing

[9:14:23 PM] Sarah Chan: yeah, now we need to actually create the levels ^^'

[9:14:37 PM] Schukey: hahaha okk i'll be doing that then

[9:14:40 PM] Sarah Chan: Also starting to implement "losing"

[9:14:47 PM] Schukey: aaaahh ok

[9:14:50 PM] Sarah Chan: It still have some bugs

[9:15:08 PM] Schukey: that's ok x)

[9:15:10 PM] Sarah Chan: but you can see the progress in canLose.exe

[9:15:13 PM] Sarah Chan: once...

[9:15:17 PM] Sarah Chan: it finish syncing =/

[9:15:34 PM] Sarah Chan: and that's pretty much it~

[9:15:42 PM] Schukey: okies!

[9:15:48 PM] Schukey: haha that's awesome x)

[9:15:51 PM] Sarah Chan: your turn~

[9:15:53 PM] Sarah Chan: xD

[9:16:06 PM] Schukey: i haven't done anything ..... LOL

[9:16:21 PM] Schukey: but now i will put in the bunny into lucy's background

[9:16:27 PM] Schukey: and will build the levels

[9:16:31 PM] Sarah Chan: ahh too busy ^^'?

[9:16:34 PM] Sarah Chan: Okay

[9:16:45 PM] Sarah Chan: How do you plan to start building levels?

[9:17:17 PM] Schukey: when u said u finished the xml ?

[9:17:23 PM] Schukey: what do u mean by that

[9:17:48 PM] Schukey: so did u switch methods of building the levels or something?

[9:18:14 PM] Sarah Chan: ahh

[9:18:33 PM] Sarah Chan: Remember how I said that we should store the levels in an XML file?

[9:18:41 PM] Schukey: yup

[9:18:43 PM] Sarah Chan: and build levels according to the data there?

[9:18:58 PM] Sarah Chan: Yeah, I create the "build levels according to the XML file"

[9:19:01 PM] Schukey: ok i'll look at that xml file and just build the levels according to the tags u used

[9:19:07 PM] Sarah Chan: sure thing

[9:19:12 PM] Schukey: would that work?

[9:19:18 PM] Sarah Chan: Yeah...

[9:19:25 PM] Sarah Chan: What steps will you take though?

[9:19:25 PM] Schukey: LOL...but?

[9:19:38 PM] Sarah Chan: It's a bit hard to hardcode it randomly ^^'

[9:19:46 PM] Schukey: oh i see

[9:20:10 PM] Schukey: ok i was thinking did u set a size tag in the xml file?

[9:20:24 PM] Sarah Chan: not yet

[9:20:38 PM] Sarah Chan: but I'm thinking of maybe 3200 px per level?

[9:20:43 PM] Schukey: okk sure x)

[9:20:49 PM] Sarah Chan: okay

[9:20:56 PM] Sarah Chan: Maybe you can try this?

[9:20:58 PM] Schukey: i'll draw out templates of the levels

[9:21:03 PM] Sarah Chan: ahh

[9:21:04 PM] Schukey: on paper first

[9:21:08 PM] Sarah Chan: was going to suggest that xD

[9:21:09 PM] Schukey: hahahah xD

[9:21:12 PM] Schukey: yaaa

[9:21:17 PM] Sarah Chan: just a note here

[9:21:24 PM] Schukey: ya?

[9:21:24 PM] Sarah Chan: Try to use grid paper

[9:21:34 PM] Schukey: hmmmmm why grid paper?

[9:22:11 PM] Sarah Chan: Let's see...

[9:22:42 PM] Sarah Chan: You know Game Maker? Notice how they have a grid and all?

[9:23:03 PM] Sarah Chan: It would be easier for you to figure how big the objects are compare to each other on a grid

[9:23:04 PM] Schukey: yup

[9:23:09 PM] Schukey: hmmmmmm i seeee

[9:23:12 PM] Sarah Chan: So it would be easier to program

[9:23:14 PM] Schukey: thats a good idea

[9:23:25 PM] Schukey: i'll open the tree trunk, lily pad, etc. onto gamemaker

[9:23:32 PM] Sarah Chan: Yeah...I learned to do this the hard way ^^'

[9:23:37 PM] Schukey: then see how many grids each on them take

[9:23:40 PM] Schukey: LOL

[9:23:43 PM] Sarah Chan: sure xD

[9:23:45 PM] Schukey: ooooooo xD

[9:24:06 PM] Sarah Chan: note, I try to make the objects snap to a grid where each square is 16x 16 pixel

[9:24:14 PM] Sarah Chan: Ermm...that may sound confusing

[9:24:26 PM] Schukey: mmmmmmm.........how come?

[9:24:35 PM] Schukey: looool srry ...kinda confused xD

[9:24:42 PM] Sarah Chan: yeah ^^

[9:24:44 PM] Sarah Chan: err

[9:24:45 PM] Schukey: y do u need to them to snap to a grid?

[9:24:45 PM] Sarah Chan: nevermind?

[9:24:49 PM] Schukey: LOL

[9:24:51 PM] Sarah Chan: oh wait

[9:24:52 PM] Schukey: oooooo

[9:24:54 PM] Sarah Chan: okayy

[9:24:55 PM] Schukey: wat?

[9:24:56 PM] Schukey: xD

[9:25:05 PM] Sarah Chan: I try to make them fit perfectly in a grid

[9:25:21 PM] Sarah Chan: where each square of the grid is 16 x 16 pixels

[9:25:28 PM] Schukey: ooo so the x, y positions are whole numbers?

[9:25:28 PM] Sarah Chan: maybe better ^^'?

[9:25:30 PM] Schukey: or something?

[9:25:32 PM] Sarah Chan: yup

[9:25:34 PM] Sarah Chan: something like that

[9:25:37 PM] Sarah Chan: ^^'

[9:25:40 PM] Schukey: aaaahhhhhh okkkk

[9:25:42 PM] Sarah Chan: yup

[9:25:57 PM] Sarah Chan: Also...I believe I programmically shrunk the bunny

[9:26:00 PM] Sarah Chan: and tree trunk in the game

[9:26:06 PM] Sarah Chan: because they were HUGE

[9:26:08 PM] Schukey: oooo...

[9:26:09 PM] Schukey: LMAO

[9:26:11 PM] Schukey: hahahahaha

[9:26:18 PM] Sarah Chan: yeah ^^'

[9:26:18 PM] Schukey: so how big are they in the game??

[9:26:24 PM] Sarah Chan: gimme a sec

[9:26:29 PM] Schukey: okies x)

[9:27:16 PM] Sarah Chan: bunny is 50% smaller

[9:27:21 PM] Sarah Chan: exactly 50%

[9:27:26 PM] Schukey: ooooo ok!

[9:27:28 PM] Schukey: how bout the tree?

[9:27:34 PM] Schukey: wow.....50%

[9:27:38 PM] Schukey: that's a lot

[9:27:39 PM] Schukey: lool

[9:27:54 PM] Sarah Chan: actually tree trunk is the same

[9:27:59 PM] Sarah Chan: I thought I shrunk it

[9:28:00 PM] Schukey: ooooo

[9:28:03 PM] Sarah Chan: nevermind ^^'

[9:28:03 PM] Schukey: ok!

[9:28:05 PM] Schukey: hahahah

[9:28:07 PM] Schukey: alsoo

[9:28:12 PM] Sarah Chan: just the bunny

[9:28:13 PM] Sarah Chan: hmm?

[9:28:14 PM] Schukey: do u know how far the bunny jumps?

[9:28:23 PM] Sarah Chan: err

[9:28:26 PM] Schukey: like how wide each leap is?

[9:28:30 PM] Sarah Chan: Let me get a calculator

[9:28:31 PM] Schukey: LOL

[9:28:41 PM] Sarah Chan: okay...

[9:28:45 PM] Sarah Chan: help me out here

[9:28:48 PM] Schukey: ok

[9:28:51 PM] Schukey: wats up

[9:28:51 PM] Sarah Chan: g = 0.9

[9:28:54 PM] Schukey: LOOL

[9:29:00 PM] Sarah Chan: Vy = 16 m/s

[9:29:09 PM] Sarah Chan: err...

[9:29:11 PM] Sarah Chan: Soo yeah

[9:29:11 PM] Schukey: oh man.....physics

[9:29:16 PM] Schukey: damn.....

[9:29:21 PM] Sarah Chan: that's how I programmed it ^^'

[9:29:31 PM] Sarah Chan: errrrrr

[9:29:32 PM] Schukey: hahaha ok....errrrrr

[9:29:34 PM] Schukey: LOL

[9:29:38 PM] Sarah Chan: actually this is a bit complicated

[9:29:38 PM] Schukey: we fail.

[9:29:50 PM] Schukey: wait

[9:29:54 PM] Schukey: wat is Vy?

[9:30:00 PM] Schukey: velocity in the y direction?

[9:30:05 PM] Sarah Chan: see...the thing is the bunny was falling too fast, so I put an extra thing to slow it down

[9:30:07 PM] Sarah Chan: Yup

[9:30:07 PM] Schukey: isn't that vertical?

[9:30:10 PM] Sarah Chan: yup

[9:30:11 PM] Schukey: ooooooooooooooo

[9:30:19 PM] Sarah Chan: Hmm

[9:30:19 PM] Schukey: ok i will use trial and error :D

[9:30:26 PM] Schukey: LOL

[9:30:31 PM] Sarah Chan: Vx would be 12 m/s right now

[9:30:36 PM] Sarah Chan: But we might be changing it?

[9:30:39 PM] Sarah Chan: okay ^^'

[9:30:46 PM] Sarah Chan: Yeah...

[9:30:52 PM] Sarah Chan: ehehe

[9:31:07 PM] Sarah Chan: maybe make the objects far apart for now?

[9:31:11 PM] Sarah Chan: so they are easier to avoid?

[9:31:12 PM] Schukey: ....... LOL okies

[9:31:22 PM] Sarah Chan: whoo~

[9:31:32 PM] Sarah Chan: yeah, I keep dying every 5 secs in the prototype we have now

[9:31:37 PM] Sarah Chan: fyi

[9:31:40 PM] Schukey: LMAOOO

[9:31:41 PM] Sarah Chan: Since I cram it all together

[9:31:44 PM] Schukey: ya me too hahahaha

[9:31:48 PM] Schukey: great

[9:31:48 PM] Sarah Chan: xD

[9:31:50 PM] Schukey: =P

[9:31:54 PM] Schukey: impossible game

[9:31:55 PM] Schukey: hahahha

[9:31:57 PM] Sarah Chan: It was a quickie level

[9:32:03 PM] Sarah Chan: Just to test stuff out xD

[9:32:06 PM] Sarah Chan: Yeah...

[9:32:07 PM] Schukey: hahahaha i see x)

[9:32:11 PM] Sarah Chan: yup

[9:32:12 PM] Schukey: ok!

[9:32:14 PM] Schukey: that's great!

[9:32:19 PM] Sarah Chan: Anyways, we good for your part?

[9:32:23 PM] Schukey: yup!

[9:32:28 PM] Sarah Chan: whoo

[9:32:31 PM] Schukey: lucy did a lot this week i think

[9:32:32 PM] Sarah Chan: let's move to Lucy's

[9:32:43 PM] Schukey: i see her redone cover page

[9:33:01 PM] Schukey: called "cover page draft 3 -April 24"

[9:33:14 PM] Schukey: and her berries

[9:33:22 PM] Sarah Chan: yeah

[9:33:28 PM] Schukey: although i think the berries should be the same colour

[9:33:48 PM] Sarah Chan: maybe outline?

[9:33:48 PM] Schukey: like if u have 3 berries they should either all be red or all be blue

[9:33:53 PM] Sarah Chan: hmm

[9:34:00 PM] Sarah Chan: maybe they are variety?

[9:34:33 PM] Schukey: that's true but u can put variety by having first a bunch of red berries then a bunch of blue berries?

[9:34:48 PM] Schukey: i dunno xD it's still pretty good like this

[9:34:57 PM] Schukey: just a thought though x)

[9:35:15 PM] Schukey: i like the "Berries only 2"

[9:35:27 PM] Sarah Chan: same

[9:35:38 PM] Sarah Chan: I think outline should be added on though

[9:35:46 PM] Schukey: ooooo

[9:35:47 PM] Schukey: sure

[9:35:49 PM] Sarah Chan: So that it's kind of more like the carrot?

[9:36:02 PM] Sarah Chan: It kind of stands out now

[9:36:07 PM] Sarah Chan: Like an art shift

[9:36:24 PM] Schukey: oooo isee

[9:36:37 PM] Schukey: i can do that on flash7

[9:36:40 PM] Schukey: flash\*

[9:37:04 PM] Sarah Chan: sure

[9:37:15 PM] Schukey: i gotta go soon to pick up my sister!

[9:37:20 PM] Schukey: srry this is so rushed!

[9:37:33 PM] Schukey: wat did u think about the instructions?

[9:38:06 PM] Sarah Chan: ahh it's okay

[9:38:07 PM] Sarah Chan: Hmm

[9:38:09 PM] Sarah Chan: where is it?

[9:38:20 PM] Sarah Chan: ohh

[9:38:21 PM] Schukey: it's in a folder called instructions

[9:38:25 PM] Schukey: xD

[9:38:25 PM] Sarah Chan: at instructions -.-

[9:38:27 PM] Schukey: LOL

[9:38:29 PM] Schukey: ya

[9:38:30 PM] Schukey: xD

[9:39:08 PM] Sarah Chan: should be: To keep the bunny running away from the cat for as long as possible by dodging obstacles and collecting carrots and berries for extra points.

[9:39:15 PM] Sarah Chan: for objective

[9:39:23 PM] Schukey: mmmmmm ok

[9:39:25 PM] Sarah Chan: Since you're in a rush

[9:39:27 PM] Schukey: will add that in

[9:39:35 PM] Sarah Chan: Want me to make edit in a separate folder?

[9:39:46 PM] Sarah Chan: \*file

[9:39:51 PM] Schukey: yes please :)

[9:39:54 PM] Sarah Chan: okay

[9:39:58 PM] Sarah Chan: Let's wrap this up quick

[9:40:00 PM] Schukey: thanks!!!

[9:40:08 PM] Sarah Chan: So you'll work on level building

[9:40:16 PM] Schukey: yup!

[9:40:17 PM] Sarah Chan: Lucy will make the edits we suggest

[9:40:24 PM] Schukey: mmmhmm

[9:40:26 PM] Sarah Chan: and I'll debug losing and work on speed up the game?

[9:40:32 PM] Sarah Chan: okay whoo

[9:40:32 PM] Schukey: okies!

[9:40:33 PM] Schukey: YAYYY

[9:40:39 PM] Sarah Chan: You do meeting minutes?

[9:40:40 PM] Schukey: and we can meet in waterloo haha

[9:40:44 PM] Schukey: yup did them :)

[9:40:44 PM] Sarah Chan: okay xD

[9:40:47 PM] Sarah Chan: great!

[9:40:54 PM] Sarah Chan: did you add the convo in it too?

[9:41:06 PM] Schukey: not yet

[9:41:08 PM] Schukey: will do

[9:41:11 PM] Sarah Chan: okay

[9:41:12 PM] Schukey: ok gtg!!

[9:41:13 PM] Schukey: LOL

[9:41:15 PM] Sarah Chan: Anyways see ya!

[9:41:19 PM] Sarah Chan: bye ^^

[9:41:19 PM] Schukey: U TOOO

[9:41:21 PM] Schukey: :D