CMPT 370 Group meeting – December 3, 2016

S342

Group Meeting #23

Notes taken by Janelle

Present: Yige, Tushita, Nick, Janelle, Scott

**Highlights and Action Items:**

**NEXT GROUP MEETING TIME: TBD**

**HOMEWORK:**

Janelle: up to 12 hours of code construction before Tuesday

Scott: at least 4 hours

Yige: at least 3 hours

Tushita: 2-3 hours

Nick: 30min – 1hour

**Meeting Minutes**

**4:00pm** – What is left to have a minimally acceptable product?

-Game starts on Turn Transition screen

-Turn Transition screen displays correct first player

-Turn Transition displays correct GameScreen

-Fog of war displays correctly

-Mouse-over board works correctly

-Context menu works

-Moving works

-Shooting works

-Ending turn rolls the turn over correctly and displays TTS

-Deaths work

-Statistics are taken correctly

-The game ends at the correct time

-The correct results screen is displayed

Ideally, all of the above will be finished by the end of Sunday to allow us to focus on other things.

In practice, 11:30am on Tuesday is our deadline. We should not modify the repository after 11:30am on Tuesday, December 6 except in case of an emergency.

**4:12pm** – Schedule for implementation

Everyone is busy, naturally! What kind of time commitment can everyone make?

Scott: Depends a lot on his 820 partner. At best, ~12 hours. At worst, let’s say 3-4.

Yige: Can work tonight and a bit of tomorrow. At least 3 hours

Tushita: Probably 2-3 hours Sunday or Monday

Nick: 0 hours, potentially

-will try and take even just 30 minutes to walk Janelle through the Display

Janelle: Will try to put in at least 12 hours before Tuesday morning. 16 is a best estimate.

Will tackle elements in the order roughly listed above

The jobs don’t divide cleanly anymore, so we need to be extra careful to not create merge conflicts and step on each others’ toes.

Report in the slack when you are modifying something.

What about documentation?

-Scott will throw his weight behind documentation after Tuesday.

**4:33pm** – Once the above stuff is implemented, what priority should other components get?

-Our bare minimum bar is Human vs. Human

-Next focus should be on the AI loading robots, and the AI playing with the programs

-Human vs. AI should be the next milestone

-Last should be AI vs. AI

What else after that?

-write our own Forth programs?

-validating Forth programs when loading?

-load programs from the Internet?

-Other types of failure testing

-SFX and improved visuals

**4:42pm** –Demo setup

Janelle will be the closest person to the Spinks open lab and should arrive first to set up.

Try for a computer in the middle of the room, middle of a row.

Try to get 2 computers if possible (play an attract video on one?).

-or at least some kind of backup

Do we need extra cords, peripherals, chargers, cables, etc? No.

Do we need to bring any printed material?

-Will we have a sign? Probably not.

-Will we have an assigned space? Probably not.

-User instructions with screenshots, even sloppy quick ones, could be valuable.

-This will depend on time.

Do we want to bring anything else?

-Candy? Swag?

Who will be explaining or playing? TBD.

**4:52pm** – Other remaining meetings

Should we have a meeting before the demo?

-Only in an emergency. Monday night?

Do we want to have a debrief meeting?

-Yes, but scheduling it is hard

-Reflect on our experiences with each other

-Won’t have until after the final milestone at least

Do we want to have a celebration/unwind after 5:30pm on Tuesday?

-Could see who’s feeling it. Don’t want to schedule anything solid.

-We should try to celebrate together at some point.

Basically, no meetings scheduled for the foreseeable future.