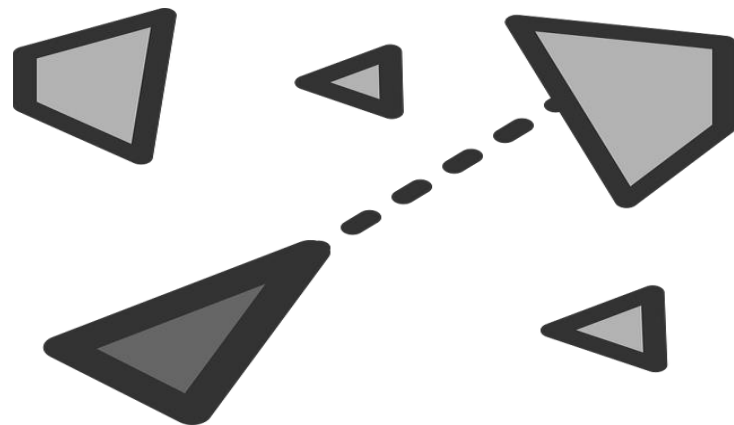# Meeting Minutes
ISEtroids
Team 4

14/03/2013

Meeting Minutes Document

Damien Girard
Siddhart Ghandi
Thuy-Anh Le
Genevieve Nantel
Vincent Petrella
Chi-Wing Sit

The purpose of this document is to assist teams in tracking progress and organization of both the individual and team effort across time. It reflects the topics discussed, the critical decisions made, and the tasks accomplished in the meeting. It provides a chronological, detailed explanation of the meeting events. The meeting minutes started to be recorded in phase 3.

Team 4 -ISEtroids
Agenda for Meeting of Thursday February 28th, 2013
Trottier building, room 3rd floor, 10h30-11h30 am

Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Thuy-Anh Le
Present:
Damien Girard
Thuy-Anh Le
Genevieve Nantel
Vincent Petrella
Chi-Wing Sit
Absent:
 Siddhart Ghandi

<u>Agenda</u>

1. Discuss distribution of tasks and assign project responsibilities for each member (30 minutes)
2. Determine plan of action for project and tasks dependencies (30 minutes)

<u>Record of Information Exchanged</u>

Task 1: Tasks needs to be distributed according to everyone's capabilities and willingness. We therefore accessed everyone's capabilities. For such a project, it is important to identify who has good programming skills and knowledge. We therefore evaluated everyone's capabilities, willingness and comfortableness with programming on a scale from 0 to 10 where 10 would be very (capable/willing/comfortable).

Names:	Programming (ca/w/co)
Damien Girard	8/9/7
Thuy-Anh Le	6/9/5
Genevieve Nantel	4/9/5
Vincent Petrella	10/9/9
Chi-Wing Sit	8/9/7
Siddhart Ghandi	Absent

Legend: (capabilities/willingness/comfortableness)

We therefore agreed for the following task breakdown for the project:

Names	Responsibility
Vincent Petrella	Rendering
Damien Girard	Game Logic
Xavier Sit	Database and Game Logic
Thuy-anh Le	Menus
Siddhart Gandhi	Sounds
Genevieve Nantel	AI for alien and documentation

While some are more proficient and experienced coders than others, some will be assigned to program more challenging parts. The people assigned with the least challenging parts will also be focussing on other important aspects of the project such as documentation.

Main Documents to be handed:

- Prototype demonstration and feature/requirements summary document
- Test documents
- Final directory:
  - User Manual file
  - Implementation notes file
  - Document recording all meeting minutes

Task 2: We need to establish a plan so the project is well coordinated between everyone. Some parts depend on the successful completion of others. Vincent Petrella will therefore start by doing the rendering and the game physics since it is the core of the game and everyone needs to perform their tasks. Vincent agreed to work on it during March break and discuss it when it during the next meeting. Moreover, during the March break everyone will start thinking about their parts and making initial attempts.

* Siddhart Gandhi was later contacted and agreed to be responsible for the sounds

<u>Next Meeting</u>

Date: Saturday March 9th
Location: Trottier Building, room 3rd floor
Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Chi-Wing Sit
Agenda :
1. Status of everyone's progress
2. Vincent will explain to us the game physics and the rendering he implemented so we become familiar with it and know how to use it.
3. Time for questions and objectives for next meeting

Team 4 -ISEtroids
Agenda for Meeting of Saturday March 9th, 2013
Trottier building, room 3rd floor, 1h00-2h00 pm

Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Chi-Wing Sit
Present:
Damien Girard
Thuy-Anh Le
Genevieve Nantel
Vincent Petrella
Chi-Wing Sit
Siddhart Ghandi

<u>Agenda</u>

1. Status of everyone's progress (10 minutes)
2. Vincent will explain to us the game physics and the rendering he implemented so we become familiar with it and know how to use it. (40 minutes)
3. Time for questions and objectives for next meeting (10 minutes)

<u>Record of Information Exchanged</u>

Task 1: The status of everyone's progress for the last week was recorded.

Names	Progress
Damien Girard	Made some research on the implementation of numerous elements part of the game logic.
Thuy-Anh Le	Made some research and decided that all elements in Menus will be Game Chars and that she will use a special 3D texture in Photoshop to make them.
Genevieve Nantel	Followed YouTube Tutorial and implemented a very simple Path Finder AI to understand the concepts of a simple AI
Vincent Petrella	Finished all rendering and game physics
Chi-Wing Sit	Made some research on Database systems and concluded that a simple CSV database system will be the most appropriate for our project
Siddhart Ghandi	Decided he will make his own sounds since he has the necessary equipment.

Task 2:
Vincent Petrella explained to us how the rendering and physics he implemented works and how to use it. Here also encouraged us to go read the "Readme'' file he made for us to help us configure everything in eclipse. Here is what was said:

Render class: The render class provides all the information about the object rendering attribute such as texture Information, its visibility, etc. There is a method to initialize our graphic (OpenGL) context. Then each visible GameObject will hold a component called ObjectRenderer, which will specify and hold the rendering data and state of an object. These ObjectRender instances will be added to the Renderer renderList. At each frame, the Update() method of the Renderer will be called in the main loop and will linearly render all the elements in this list.

Physics and RigidBody:
Each GameObject that has a RigidBody component (all the GameChars) will have its physic state stored in the RigidBody. The physic state means the current Velocity, Acceleration, and list of forces applied to the object. The RigidBody has an UpdateStatemethod, which will compute and replace the state with a new one at each call based on an iterative integration method and will modify the transform passed in accordingly. In general, the transform passed in will be the transform of the GameChar itself. The call to update rigidbody physic states will be made by the gameplay logic at each frame, on all the game characters currently instantiated.

Task 3: Not many questions were asked since everyone wanted to start working on their parts first and then questions would come. Genevieve asked if she could use the same method she used for the simple pathfinder AI that she implemented. Vincent responded that the idea was good and explained how to implement using vectors and pushForce / pushTorque parameters. For the next meeting, everyone should have started/somewhat completed their parts.

<u>Next Meeting</u>

Date: Friday March 15th
Location: Trottier Building, room 3rd floor
Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Damien Girard
Agenda :
1.   Status of everyone's progress
2.   Discussion of issues and plan for the following week

Team 4 -ISEtroids
Agenda for Meeting of Friday March 15th, 2013
Trottier building, room 3rd floor, 1h00-2h00 pm

Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Damien Girard
Present:
Damien Girard
Thuy-Anh Le
Genevieve Nantel
Vincent Petrella
Chi-Wing Sit
Absent:
Siddhart Ghandi

<u>Agenda</u>

1. Status of everyone's progress (30 minutes)
2. Discussion of issues and plan for the following week (30 minutes)

<u>Record of Information Exchanged</u>

Task 1:

Names	Progress
Damien Girard	Implemented Basic asteroids, the fieldGenerator GameChar and simple collision detection.
Thuy-Anh Le	Started making menu items in Photoshop to use in the menu. Implemented 3d "Start Game" in menu
Genevieve Nantel	Implemented Alien GameChar and simple following method. However, does not rotate according to player's rotation.
Vincent Petrella	Implemented special effects for the spaceship and wraparound
Chi-Wing Sit	Implemented CSV database
Siddhart Ghandi	Absent

Task 2:

Custom wrap around shape for objects needs to be implemented for collision detection. Damien will work on this for the following week. Thuy-anh must implement other game objects for menu. Xavier will implement high scores and statistics along with Thuy-Anh's menus. Genevieve must find a way to orient the alien according to the player's rotation and make it rotate to the smallest angle. Siddhart must be contacted to know his status about sound implementation.

<u>Next Meeting</u>

Date: Friday March 22th
Time: 10h30-11h30 am
Location: Trottier Building, room 3rd floor
Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Vincent Petrella
Agenda :
1. Status of everyone's progress
2. Discussion of issues and plan for the following week which we need to be ready for the beta demo

Team 4 -ISEtroids
Agenda for Meeting of Friday March 22th, 2013
Trottier building, room 3rd floor, 10h30-11h30 am

Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Vincent Petrella
Present:
Damien Girard
Thuy-Anh Le
Genevieve Nantel
Vincent Petrella
Chi-Wing Sit
Siddhart Ghandi

<u>Agenda</u>

1. Status of everyone's progress (30 minutes)
2. Discussion of issues and plan for the following week which we need to be ready for the beta demo (30 minutes)

<u>Record of Information Exchanged</u>

Task 1:

* Not much progress was made since last week. Members were busy studying for exams and other projects.

Names	Progress
Damien Girard	Implementation of shooting and laser
Thuy-Anh Le	Enhanced menus appearance
Genevieve Nantel	Worked on AI, however technique used needs to be changed.
Vincent Petrella	Implemented of "Particle effects"
Chi-Wing Sit	Implemented of logic for login menu
Siddhart Ghandi	Recorder his sounds however still need to be integrated into the project

Task 2:

The Beta demo is next week. Time booked on doodle: Thursday March 28th 5h10 Trottier 0060
There is still a lot of that needs to be done. A lot of requirements are still not met; here is the list of the general requirements that must be met:

Requirements	Percentage Completion (%)	Remarks
User interface that allows you to manage Game State.	20 %	
Graphical Implementation of the game (multi-sized asteroids, aliens, bonus drops, weapon drops, spaceship animations and spaceships)	80%	Missing bonus life drops and multi sized asteroids
Game Control to allow control of the ship	100%	
Implementation of shooting, firing rate control and impact detection	80%	Impact detection needs some work
Implementation of game physics for both asteroids and spaceship	100%	

Implementation of bonus life drops	0%	
Implementation of sound system	10%	
Simple AI implementation for Alien ships	50%	
The high score list with statistics	0%	
2 player mode, alternating turns	0%	
Different levels of difficulty	0%	

We need to try and meet most of the requirements for the demo! Everyone will work on their parts as much as possible and a meeting will be necessary before the demo.

<u>Next Meeting</u>

Date: Thursday March 28th
Time: 10h30-11h30 and 5h10
Location: Trottier Building, 5rd floor and Trottier 0060
Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Thuy-Anh Le
Agenda:
1. Status of everyone's progress and % of requirements met
2. Discussion of issues and plans for the following week
3. Feedback from the professor and TA at the Beta Demo

Team 4 -ISEtroids
Agenda for Meeting of Thursday March 28th, 2013
Trottier building, 5th floor, 10h30-11h30 am and
Demo, Trottier building, room 0060, 5h10

Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Chi-Wing Sit
Present:
Damien Girard
Thuy-Anh Le
Genevieve Nantel
Vincent Petrella
Chi-Wing Sit
Absent:
Siddhart Ghandi

<u>Agenda</u>

1. Status of everyone's progress and % of requirements met
2. Discussion of issues and plans for the following week
3. Feedback from the professor and TA at the Beta Demo

<u>Record of Information Exchanged</u>

Task 1:

Names	Progress
Damien Girard	Worked on collision detection, firing rate and firing rate impact detection, destroy asteroid when hit
Thuy-Anh Le	Start Game, Quit Game and Instructions menu
Genevieve Nantel	Worked on alien AI
Vincent Petrella	Helped us with questions
Chi-Wing Sit	Implementation of login menu
Siddhart Ghandi	Absent-No sounds

Requirements	Percentage Completion (%)	Remarks
User interface that allows you to manage Game State.	40 %	
Graphical Implementation of the game (multi-sized asteroids, aliens, bonus drops, weapon drops, spaceship animations and spaceships)	80%	Missing bonus life drops , weapon drops and multi sized asteroids
Game Control to allow control of the ship	100%	
Implementation of shooting, firing rate control and impact detection	90%	Impact detection needs some work
Implementation of game physics for both asteroids and spaceship	100%	
Implementation of bonus life drops	0%	
Implementation of sound system	10%	
Simple AI implementation for Alien ships	55%	Alien Rotates, however need to use a better technique explained by Vincent. Also alien follows too close. Need to

		implement game logic and shooting for Alien
The high score list with statistics	0%	
2 player mode, alternating turns	0%	
Different levels of difficulty	0%	

* A lot of requirements are still not met and demo is today

Task 2:

We can't do much more before the demo, the most important parameters are mostly there. We will need to work and try to complete the requirements.

Task 3:
Demo grade: 90%
Comments from prof and TA: Many requirements are missing, however main requirements are met. They like the fact that there is a friction coefficient and the graphics are nice. TA thinks it would have been simpler using a simple Java Swing to make the game.

Next Meeting

Date: Thursday April 4th
Time: 10h30-11h30
Location: Trottier Building, 5rd floor
Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Damien Girard
Agenda:
1. Status of everyone's progress and % of requirements met
2. Discussion of issues and plans for the following week which is final week!

Team 4 -ISEtroids
Agenda for Meeting of Thursday April 4th, 2013
Trottier building, 5th floor, 10h30-11h30 am

Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Damien Girard
Present:
Damien Girard
Thuy-Anh Le
Genevieve Nantel
Vincent Petrella
Chi-Wing Sit
Siddhart Ghandi

Agenda
1. Status of everyone's progress and % of requirements met
2. Discussion of issues and plans for the following week which is final week!

Record of Information Exchanged

Task 1:

*We are late in requirements and need to start unit testing soon!

Names	Progress
Damien Girard	Separated game logic, asteroid splitting, improved collision, player lives and shield
Thuy-Anh Le	Implemented 90% of menu
Genevieve Nantel	Alien AI physics implemented and alien automatic shooting
Vincent Petrella	Changed physics delta time so it is computed according to actual time frame. Documented classes and added draw text example
Chi-Wing Sit	Updated High Score, shoots automatically, changed login system, spread shooting
Siddhart Ghandi	Added sound effects

Requirements	Percentage Completion (%)	Remarks
User interface that allows you to manage Game State.	90 %	
Graphical Implementation of the game (multi-sized asteroids, aliens, bonus drops, weapon drops, spaceship animations and spaceships)	80%	Missing bonus life drops , weapon drops and multi sized asteroids
Game Control to allow control of the ship	100%	
Implementation of shooting, firing rate control and impact detection	100%	
Implementation of game physics for both asteroids and spaceship	100%	
Implementation of bonus life drops	0%	
Implementation of sound system	10%	
Simple AI implementation for Alien ships	80%	Need to implement game logic
The high score list with statistics	90%	Details to be added
2 player mode, alternating turns	30%	
Different levels of difficulty	0%	

Task 2: Discussion of issues and plans for the following week which is final week!
Our presentation is Friday 12th at 5h15. There are still a lot of requirements that needs to be met and the we also need to implement the unit testing. Moreover, as of documentation we need to place in our final directory:

        - Softcopy of entire program directory
        - User Manual file
        - Implementation notes file
        - Meeting minutes
        - Testing Documents

<u>Next Meeting</u>

Date: Thursday April 11th
Time: 1h30-2h30 pm
Location: Trottier Building, 5th floor
Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Vincent Petrella
Agenda:
1. % of requirements met
2. Make a plan for the presentation

Team 4 -ISEtroids
Agenda for Meeting of Thursday April 11th, 2013
Trottier building, 5th floor, 1h30-2h30 pm

Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Vincent Petrella
Present:
Damien Girard
Thuy-Anh Le
Genevieve Nantel
Vincent Petrella
Chi-Wing Sit
Siddhart Ghandi

Agenda

1.   % of requirements met
2.   Plan for the presentation

Record of Information Exchanged
Task 1:

Requirements	Percentage Completion (%)	Remarks
User interface that allows you to manage Game State.	100 %	
Graphical Implementation of the game (multi-sized asteroids, aliens, bonus drops, weapon drops, spaceship animations and spaceships)	100%	
Game Control to allow control of the ship	100%	
Implementation of shooting, firing rate control and impact detection	100%	
Implementation of game physics for both asteroids and spaceship	100%	
Implementation of bonus life drops	100%	
Implementation of sound system	100%	
Simple AI implementation for Alien ships	100%	
The high score list with statistics	100%	
2 player mode, alternating turns	100%	
Different levels of difficulty	100 %	

All the requirements are met!

Task 2: Thuy-anh will set up a prezzi for the presentation tomorrow and everyone is required to fill in their sections!

Next Meeting

Date: April 12th
Time: 6h00-6h30
Location: Trottier Building, 5th floor
Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Chi-Wing Sit
Agenda:

1. Final deliverables task assessment and work division

Team 4 -ISEtroids
Agenda for Meeting of Thursday April 12th, 2013
Trottier building, 5th floor, 6h00-6h30pm

Minute taker: Genevieve Nantel
Meeting Manager: Genevieve Nantel
Time keeper: Chi-Wing Sit
Present:
Damien Girard
Thuy-Anh Le
Genevieve Nantel
Vincent Petrella
Chi-Wing Sit
Siddhart Ghandi

<u>Agenda</u>

1. Final deliverables task assessment and work division

<u>Record of Information Exchanged</u>

Task 1:

Final deliverables to be handed before Tuesday April 16th. Here is what we need to hand in:

- Softcopy of the entire program directory. You need to indicate whose project directory holds the final version of the project. (Everyone needs to comment their code !)
- UserManual File
- ImplementationNotes file
- Meeting minutes document
- Updated version of the SOFTWARE ARCHITECTURE submission in phase 2 as a PDF
- Test Files!