

Meeting Minutes

01/20/2019

Week 2 meeting lasted roughly 1.25 hours:

Got Unity downloaded and setup; pulled repository down to local machine; with Josh's assistance, we got the app to build and run in Unity 2018 on both Mac and Windows.

This Week: Work on concept art for new pieces on level 3, study for Exit Exam

Roadblocks: Need access to commit and make branches in Github repo(sent Dr.Lewis an email)

01/27/2019

Week 3 meeting lasted 1.5 hours:

Josh and Eric discussed the hints for transcription regulator between shape change and flashing object. Josh is going to look into making the object switch between a light and original image to create a flashing effect. Josh figured out that taking out the music option just requires unchecking the button in the scene file for the level. Initial test for this went well, but it will still need to be tested again in iOS as well. Eric found in the scene file that WinCon EnterNPC effects the checkboxes appearing on the level. We discussed how it is hard to evaluate the two objects that were not in fixed positions on the iPad because they are fixed in our environments. Will is still looking into creating new objects in photoshop. We are still waiting on Dr. Lewis to give us permissions to Git repo to be able to create branches. We are researching the correlation between what code is auto generated and which code was produced by students to know where to make changes whether in a file or through Unity in the case of auto generated code.

02/03/2019

Week 4 meeting lasted 1.8 hours:

We discussed Git for the branches and the process we will work through to add features with feature branches. We will push only to our Dev branch while we are developing. Our Production branch will only be used at the end before we push to the master branch. We discussed the interaction between everyone's environments to what they have noticed. GDP does not move when placed in environment. GTP movement is not working properly. We discussed trying to get the G-Protein color fixed for when it is placed into the game play. We looked at different options together, and we also looked into the different scripts in assets to divulge what the broken objects are doing. Paige is looking into the missing checkboxes and getting a MAC to build and put game on iPad. Josh is looking into transcription regulator hints. Will is looking into color fix for G-Protein and documentation, and he is the process of getting resources to create the new objects for level 3. Eric is looking into the GDP and GTP movement fixes. Eric is

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also asking Dr. Lewis if we can put a copy of our current working environment on the school's iPad so we know the difference in the discrepancies from what we played before the semester and the repo that we were given to work from.

02/10/2019

Week 5 meeting lasted 1 hour:

Eric is continuing to work on GTP and GDP movement.

Will: Last Week: Created 3 branches which have been merged into Spring2019-Dev. 1 branch contains an update .gitignore file to not track metafiles that come from builds as well as many other irrelevant files to individual builds. Another branch updates the readme.md to provide instructions on how to build as well as a slightly altered introduction to the project, the only thing that needs to be added is a guide of git etiquette that Dr. Lewis has. I also created another branch that updates the list of developers who have worked on the project and as a result of it's length, I had to move the "Exit" button that closes the information section on MainMenu1.scene. I was unable to begin working on the artwork this week however I will be getting my brothers computer(Microsoft Surface with Pen) to begin working on artwork during the upcoming week and I'll be acquiring that Sunday, Feb 10, 2019. This Week: work on artwork and continue adding to readme.md as it seems necessary or to include other details recommended by other teammates. Roadblocks: n/A

Page: I've identified the code for the check marks, but I'm going over the code to see where we can add more or remove them. It seems to not be an object like the game objects, but more of the background. I'm going to continue to explore more of it and see if I can break it down. This week: continue to explore checkbox code. Try to get app installed on iPad from family MacBook.

Josh: I am currently still looking at how to implement the hint system. If it was implemented, it would be best to have a set time to check to see if the next win con box is check or not then it would give a hint if it wasn't checked. The problem is though she wanted the items needed to complete the next step to "flash", but why would they need to flash bc the parts will automatically connect once they are in play. I guess we need to ask the client exactly what she wants.

Also had submissions from those who were unable to chat. Josh and Eric feel it's best to implement just the shape change to the transcription regulator at this time for the hint of an ATP needing to attach itself after it has bind with kinase.

02/17/2019

Week 6 meeting lasted 3 hours:

We discussed getting everyone on the same version of Unity and how to save the changes made in Unity before making a commit so that the Main menu scene is always loaded. We found where the G-protein color is being set for when it is in game play. We have Level one and level two checkbox issue resolved and pushed to dev branch. I will

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continue working on GDP and GTP movement. Page will work on transcription regulator new shape change implementation. Will is working on G-protein color change and creating the new object images for level 3. Level 3 will start in the next Sprint. Josh is figuring out how the code works for new level implementations and supporting efforts of teammates if needed. We also did testing in everyone's environment before merging the branches and dealing with conflicts.

02/24/2019

week 7 meeting lasted 1 hour:

We discussed everyone's role starting in Sprint 2. Eric is working on GDP movement and GTP. Josh is baselining the beginning of new level 3. Will is continuing object creation and color for G-protein.

03/03/2019

Week 8 meeting lasted 1 hour:

Page pushed his left receptor change. Josh fixed the static checkbox and menu title. Josh pushed beginning setup for level 3. Page also moved background button during meeting. Will is continuing to work on artwork. Eric has been debugging GTP scripts to track down movement changes. We discovered that multiple scripts can be open with breakpoints, and the debugger will stop on those scripts. Josh is continuing design for level 3. Page is looking into implementing the transcription regulator shape change into game play.

03/10/2019

Week 9 meeting lasted 1 hour:

Josh cleaned up the start of level 3 to be able to start implementing level 3 objects. Will created new receptor for level 3. Eric tracked how ATP movement is working to compare GTP for guidance. Page is looking into kinase shape change for guidance on transcription regulator shape change implementation. Josh will work on level 3 implementation with the new receptor. Eric will fix GTP movement. Will is continuing with the artwork of the new object to improve looks. Page will continue on transcription regulator implementation.

03/17/2019

Week 10 meeting lasted 1.5 hours:

Eric: Last Week: Worked on implementing GTP movement fix. Found ATP uses its own roaming method versus GTP using a roaming script that is utilized by other objects.

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This Week: Work on implementing GTP movement fix. Solicit the help of Josh.

Roadblock: not being able to implement movement fix.

Stories Completed: n/a(edited)

Josh fixed start of level 3 implementation to go from level 2 to level 3. Josh fixed the repo commit for his changes he made, and he looked into implementing the new receptor into level 3, where issues were found with how the new object interacts. Josh is going to help Eric with GTP and GDP movement. Will gathered data for level 3 art/new objects from Eric's meeting with client. Will continues to work on prefab for the new receptor in level 3 and new objects. Eric had a meeting with the client to update her on where the project currently stands with the changes made. During the meeting, Eric and the client went over the objects used in level 3 with how they could be implemented in gameplay to make functioning objects. They discussed how the objects interact biologically for a base knowledge of what level 3 functioning level would look like in terms of functionality and object interaction(shape changes, bound to cell membrane). Eric also worked on trying to implement improved GTP movement. Eric has solicited the help of Josh to try to help get the movement working properly. Eric will continue to work on implementing GTP movement. Page looked into how the kinase uses shape change. Page will work with getting the shape change of the transcription regulator(prefab) implemented.

03/24/2019

Week 11 meeting lasted 1 hour:

William: Last Week: worked on prefab for new receptor and kept hitting walls, worked on new alpha, beta, gamma artwork, just need to apply outline and complete the activated alpha piece. This Week: continue working on new artwork, rework new receptor and complete the necessary parts for it's prefab. Blockers: new receptor prefab

Stories completed: n/A

Page:

Last week: Made document to track stories and worked on code for transcription regulator change. This week: Continue to examine code and keep testing to get the change. Roadblock: Finding the previous groups methods to change shapes is hampering progress. Stories complete: None.

Josh:

Last Week: Looked at how ATP movement was implemented and started testing different implementations for GTP movement This Week: Continue looking for a implementation for GTP movement with Eric and implement the receptor when it is finished. Roadblock: None Stroies completed: None.

@Josh I'm your roadblock. I'm hoping the change I make to the shape may allow me to use the interfering piece to my advantage.

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Eric:

Last Week: Worked on implementing GTP movement pattern. I was able to make GTP movement separate from the rest of the objects using the pattern from ATP, but the movement is only a straight line for GTP. The code does not translate from one script to the next directly, which I haven't been able to find out why. This Week: Continue to try to perfect the GTP movement. Roadblock: Implementations not working properly. Stories Completed: n/a(edited)

03/31/2019

Week 12 meeting lasted 1 hour:

Will:

Last Week: client meeting about artwork, made new piece per client request. This Week: continue working on 2-3 more new pieces of art, Sprint 2 Review Blockers: n/A Additional Notes: not going to focus on level 3 prefabs at the current time(@Josh) Stories Completed: n/A

Page:

Last Week: Continued with narrowing down the code. This week: Work on documentation and user stories. RoadBlocks: Getting Unity to cooperate with the new prefab and the code from Kinase Control. Stories completed: n/a

Eric:

Last Week: Had meeting with client to go over artwork with Will. I allowed client to play the latest version of the game for STEAM on the iPads during meeting. Josh and I sideloaded the iPads with our version of game. Fixed GDP movement in game independently from Josh who also fixed the same movement around the same time. Fixed the menu disappearing when clicking around. Now only disappears when you click the button

This week: Work on Statement of work for re-submission and continue to work on development(transcription regulator). Roadblocks: n/a

04/07/2019

Week 13 meeting lasted 30 minutes:

We worked on the Sprint 2 presentation last week. Josh will continue implementation of transcription regulator. Will is continuing artwork pieces for level 3, and he is preparing the issues in Git. Page is working on documentation of meeting minutes and user manual. Eric is working on new SOW for meeting with client on Tuesday at 2pm for approval of changes. Eric is also support.

04/21/2019

Week 15 meeting lasted 1 hour:

We discussed the final deliverables and finishing touches on the program. We did not meet last week due to the cookout.

Will:

Last Week: Finished up artwork, completed documentation for making sprites and prefabs
This Week: Tidy up all remaining documents for submissions and present final presentation

Roadblocks: n/A

Stories Completed: Artwork completed, completed sprite and prefab and documentation

Eric:

Last Week: I researched getting the app on the app store. I supported Josh in implementing the transcription regulator shape change.

This Week: I am getting Dr. Lewis to do his part with the app store process. I am sideloading the app on the iPad for presentation and app store build. I am supporting documentation.

Roadblocks: N/A

Josh:

Last week: Fixed transcription regulator shape change

Page:

Last week: Developed documentation and manual. Put all the meeting minutes into one document.