

MEETING MINUTES (Draft provided by Hasan | Revision by Keming He | Own by The Ohio State University)

Project Name:	Save Brutus! (Hangman) and Adventure by TeamM		
Date and Time: (MM/DD/YY HH:MM)	11/12/18 5:15pm	Location:	Siebert 141
Meeting Facilitated by:	Keming	Documented by:	Keming
1. Meeting Objective			
Previous Meeting Date:	11/08/18 5:30pm at HI 224		
Previous Meeting Objective:	Implement pseudo code and build hangman game prototype, create images for game, write intro, user manual, program description, and references		
Current Meeting Objective:	Implement image display with code by Kayla, revise game user manual, revise program description for developers, finish conclusion and recommendations, generally plan for the development of Adventure		
2. Attendance at Meeting			
Name and OSU Email	Phone	Previous Responsibilities	Completion Status
Keming He.1537	6145586658	Finish game except for image display, finish Reference section, document 11.08 meeting, lead discussion on starting to build Adventure	Done
Kayla Huff.879	9376942315	Finish and implement all images, share file	Done
Nathan Weltle.2	4193576461	Finish program discription for develoers	Done, but revision needed based on new code
Tristan Langley.67	8583360273	Finish Discussion	Done, but revision needed based on new code

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3. Agenda and Notes, Decisions, Issues			
Topic	Owner	Time Needed	
Implement image display into final code	Keming and Keyla	30min	
Playtest the game	All members	N/A	
Revise porgram description for developers	Nathan	40min	
Revise user manual	Tristan	20min	
Complete conclusion and recommendations	Tristan and Kayla	40min	
Give overview of upcoming assignment due dates, and program development schedule for Adventure, introduce basic Adventure game mechanics	Keming	30min	
4. Work Distribution			
New Responsibilities	Owner	Due Date	
(Team responsibility, applicable to every team member)	Keming	11/14	
Prepare for assignment: SDP Video Storyboard, due on 11/15 at 5:30pm. The video should include: <ol style="list-style-type: none"> 1. Introduction of Project and Team Members 2. Description/Summary of the project 3. "Pitch" a Sales pitch to buy the game, invest in the game etc. 4. Demonstration of the Game (minimum of 2 "game" pts) <p>The video should be 5-7minutes and should be professional.</p> <p>Note: Since we are just starting to build another game for the SDP, I recommend not including Adventure in this version of the storyboard, because we are still yet to write the first crude algorithm and know what the game is actually going to be like.</p>	Kayla	11/14	
	Nathan	11/14	
	Tristan	11/14	
5. Next Meeting Schedule			
Date and Time: (MM/DD/YY HH:MM)	11/14/18 6:15pm	Location:	HI 308
Next Meeting Facilitates by:	All members	Documents by:	Keming
Future Objectives:	Complete SDP video storyboard in .ppt form		

Appendix A: Additional Meeting Notes

Important notice: 2 Weeks (11/14-11/29) is given for both the SDP final video AND the Adventure final game

The SDP video shooting and editing schedule should be discussed by the team on Wednesday, 11/14

The Adventure game development schedule, proposed by Keming:

1. TeamM: Write algorithm together for the movement system, and the win-game/quit system. (Build basic prototype where the player can and is restricted to user arrow keys to move in a 10 by 10 grid. The player wins by reaching a set winning cell, or quits by entering something in the command window.)
2. After all team members are familiar with the basic game mechanics, the team will discuss and distribute more complex system such as:
 - a. Health system: taking damage at the end of battling enemies, picking up health items to replenish health, when health ≤ 0 the game ends, etc.
 - b. Battle system: enemies' health system, player and enemy's attack and defense and corresponding calculations, attack boosting items, defense boosting items
 - c. Player status display system in the command window (the figure window is only for position display)
 - d. Speed boosting items (more complex player movement system)
3. After all previous mentioned systems are implemented and play-tested before 11/29, resulting in a single playable level for one player, the team can decide whether to focus on the documentation of this project or building a more advanced version for extra credits

It is recommended that the first playable demo is made before Thanksgiving break, and that the video is done showing the demo before Thanksgiving. From then on, the team members can work on the game individually during break.

It is also highly recommended to use functions for writing this program, as it can make work distribution easier.