

# Meeting Notes

October 17

We conducted interview #1 about video games overall. This gave us a better idea on what customers will play and what the general demand of the public.

October 31

Held a vote on which games to do.

War – 2

Battleship – 2

Hangman – 2

Adventure – 1

Euchre - 1

After weighing the pros and cons of War, Battleship and Hangman, we decided on war and hang person, an all-inclusive version of hangman in which every gender, race, and sexuality is represented.

November 7

We made the flowchart for War and started working on the code. Because the war is not a very interactive game, we figured the player could input a value or action in order to flip a card.

November 8

After some thought and difficulties with the code, we decided to switch to making connect four. The code of war was challenging, and we did not like how the game had little interaction for the player. Also, we decided against doing hang person based on advice from outside sources. Therefore, we worked on the flow chart for the connect four game and began coming with ideas on how to code. Instead of adding sprites to play the game, we could create a text based Connect Four in the command window.

November 14

We had a reliable source play the game and interviewed him based on his experience (interview #2). We reviewed the code based on their comments and we worked on a second game, tic tac toe.

November 26

We worked on the video for the Connect Four advertisement and pitch. Also, we reviewed the game to ensure that the code worked and that it made sense.

November 27

We finished the tic tac toe code and tested both of our games.

