

Group 1 COP4331

Meeting Notes

November 7, 2014

Github Current Branch

As of this moment, the “webScoreboard” branch is the most up-to-date. So when you create your branch to do programming work, start with that one. We need to merge into Master soon.

Deliverable Documents

Here are the details on deliverable assignments:

<http://www.cs.ucf.edu/courses/cop4331/fall2014/cop4331-1/files/meetings/10-31-2014-meeting.pdf>

Assignments

Megan:

- Working on artwork for the campus map and 3 (possibly 4) enemies.
 - Plans to be done by next Friday.
- We only have three normal enemies: Assignments, Financials, Sickesses
 - Details: <http://www.cs.ucf.edu/courses/cop4331/fall2014/cop4331-1/files/meetings/10-12-2014-meeting.pdf>
 - We also discussed having a 4th special enemy type, but that’s just if we have the time available. Also noted in above document. Megan mentioned that she could modify one of the units she had to add wings to it, so it wouldn’t be much extra work.

Jonathan:

- Working on online scoreboard functionality
 - It works, just no way to add your own score yet. I’m adding that this week.
 - You can try it for yourself by compiling my webScoreboard branch.
- Artwork:
 - Title screen, registration screen, scoreboard screen. Nearly done!
 - I have some GUI elements available I plan to add for health and currency. Nothing major or time-consuming.
 - Projectiles, specifically:
 - The general arrows from the towers
 - The skill shot arrow (just a more impressive looking arrow)
 - And some kind of AoE projectile (cannon ball, I’m thinking)
- Aiming to be complete for Friday as well.

David:

- Working on how towers fire and impediments (debuffs).

- Details: <http://www.cs.ucf.edu/courses/cop4331/fall2014/cop4331-1/files/meetings/10-12-2014-meeting.pdf>
- Working on path-finding.
- Also looking into Google Play scoreboard.

Will & Miguel:

- Start looking into background music and sound effects.

Still To Do:

- Put map in game
- With map in game, lay down paths
 - If there's some special path-finding algorithm we're using, this is where we'll use it.
- Make AoE projectiles work
 - They need to hurt all enemies within a certain diameter.
 - Perhaps it fires at one specific enemy, and will hurt others near it? That'd work, or it can shoot into a general area of enemies. Whichever is simpler to implement.
- Regular bullets already work, but we'll want to play-test to setup appropriate values for strength, enemy health, etc.
- Student Union health bar
 - If we don't have a health bar, at least some numbers to indicate its health points.
- Add a currency system
 - Ability to buy/sell towers
- Ability to choose which tower is placed
 - Could work like: Left-click on tower mount → choose tower type from menu (menu shows prices too)
- Add tower types
 - Cone shot might be the hardest. If we can't get it to work as designed, a compromise would be to just make it like a normal tower, except it shoots very far and accurately, just much less often. So it's like a 360 Sniper tower.
- Skill shots
 - We may need to veto this idea.
- Finalize the scoring system
 - Grade is based on student union health
 - Score is based on the grade plus everything else the player did (money spent, enemies killed, time elapsed maybe)
- Play-test a lot, adjust waves and other values, make it as fun as we can. 😊
- Add in music and sound effects.
 - We don't want them to play too often. "PEW PEW PEW PEW PEW" from every tower would be annoying.