COP4331C - Group 1
September 19, 2014 Meeting Notes

Attendees: Katie, Megan, William, David, Miguel, Jonathan

- Goal for week: entire time start learning the basics of GameMaker
    - Look through what Katie did in her Tower Defense game
        - Look up GameMaker functions and their uses
- We want to initially get the basic mechanics of the game running
- Everyone keep logs of information of what you've worked on. Bugs, tasks, etc.
    - Quality assurance document: keep track of bugs you've found and fixed.
- Git: We'll use a new branching for each feature, with a developer and a tester to verify what the developer did. When it's done, the branch gets merged with master.
    - We will have a "Needs Testing" column in Trello.
    - Everyone: make a test commit into our repository!

Basic Mechanics of the game:
- A* / dummy enemies
- UCF Map
- Placing a tower
    - Towers will have specific spots they can be placed / mount points
- Make tower shoot
- Draw vector map overlayed on UCP map

Deeper mechanics to work on after the basics:
- Ccurrency / health bar / xp
- Enemy mechanics
- Ability to sell/replace towers a later on feature
- In-game popup info and tutorials
- 8/16-bit music
- Online scoreboard system
- Final boss could be a dragon!