Meeting Minutes

March 3rd, 2014

Attendees

Eze Benson (EB), Ying Wang (YW), Tosin Afolabi (TA), Ali Kerr (AK), Ian Knight (IK), Janos Bana (JB), Peter Blanchfield (PB)

Scribe

Janos Bana

Agenda

- **Old Business**
    - Implement calculator
    - Create textures for numbers
    - Set up LAN connection to test game in multiplayer mode
- **New Business**
    - Level design
    - Creation/modification of additional/existing elements
    - Expanding the existing documentation used for testing

Old Business

- **Implement calculator**: We have demonstrated to Peter our implementation of a calculator that is based on the WorkBench block from the core Minecraft game. Our version has three slots as inputs and one as an output. The first and third slot take an operand and the second slot takes the operator, any other ordering will fail to produce a result/output number. The calculation is done internally in our CalculatorRecipe class. The current implementation only works on client side, player interaction is not seen by other players in multiplayer mode.
- **Create textures for numbers:** created the first set of textures for the numbers up to a 1000. The process is done Photoshop using automation, batch processing and scripting.
- **Set up LAN connection:** We have demod on two laptops how the game would work in multiplayer mode. The server crashed once, but otherwise the mod seem to be running fine over LAN without problem. The laptops were connected through a router. We will most probably use the same method during the school testing sessions.

- **Creation of new NumberSkeleton class and modification of existing NumberZombie class:** the Zombies and Skeletons always drop a random number and only a number item when killed by a player with the Math Wands weapon. The Zombies drop numbers in the range of 1-10 and the Skeletons (harder to kill, they shoot arrows at players from a distance) drop random multiples of tens. These new features have been added to the mod over the weekend.

New Business

- **Level design:** Peter suggested that we should make the levels gradually more difficult, but at the same time enjoyable, so that it keeps the player entertained and constantly engaged during the game play. The group has discussed several level ideas during the meeting and agreed to create a level that could be tested the following week possibly with the same candidate who we had playing with the School Demonstration level. We also need a tutorial/intro level so that inexperienced players can learn about the game play, this would be useful for experienced players to understand the concept of our mod.
- **Creation/modification of additional/existing elements:**
    - Recreation of textures so it fits in more with the Minecraft World. (JB)
    - Research the possibility of making the calculator be accessible by multiple players (it opens on the Server Side), so it makes the mod more collaborative.
    - Creation of crafting table for operations. (JB) This would eliminate the possibility of crafting items from the original Minecraft game. We will aim to limit the game to prevent players do non-task related actions.
    - Creation of crafting table with 6 slots for comparison. Container (JB) and logic behind it (EB).
- **Expanding the existing documentation used for testing:** There will be an initial test session with Ed/Candidate 1. We will have a set of criterias that we will use as the basis for observing the players game experience (TA).

Next Meeting

Date will be confirmed with Peter in an email once we have a level to use for testing. Ideally it should be no later than next Wednesday.

Next Meeting Agenda Items

- Progress of Level Design
- Outcome of testing
- Planning of school test session