

Design Review Notes:

Discussed the details of the group, such as the stakeholders, how it is working with the CS5760 students, and how we do meetings.

Will be implemented soon so Pastel recommends we use work jams to get started on implementation.

- Meetings during class hours can be used as scrum meetings.

Pastel likes the idea of levels, but we will probably need to check with Dr. Wallace for the specifics of each level. Pastel is worried that Dr. Wallace and Jessica need to be more involved with deciding the goals.

The back end should be limited as much as possible to make deployment easier. Pastel suggests that we use Javascript if there's no back end. We also have another solution to make it in Unity and export it as HTML5. If there's no back end Pastel uses cPanel. Pastel suggests we ask about it in Husky Games. It can be used as a website server.

If we do have a back end for the item database, Pastel recommends using Grails. An alternative Pastel suggests is using a JSON or JavaScript object (more forgiving syntax than a JSON) for the database which would just be put in the app. There can be more than one JSON/Javascript object if necessary.

Pastel is worried that graphics may be a challenge, but we should have it covered.

For the stats to be displayed, Pastel recommends that we consult with Dr. Wallace on what stats in particular he feels are important to display.

For user help, we have rules that tell the user what to do and explain the topic to them.

Final comments on implementation, this is an online only web app that should be deployed early and frequently. It's okay to use Unity, Pastel is curious and would like to get feedback on it.

Implementation Priority List

1. Basic gameplay, no levels
2. Downloading game stats
(<https://docs.unity3d.com/ScriptReference/ScreenCapture.CaptureScreenshot.html>)
3. Adding levels

Things to do: Learn cPanel from Dr. Kuhl, he loves me he will spill all his secrets.