Meeting minutes for 2/18/11

Engine: number 1 project for this week

Try to write code in unity to see how it will work properly

Unity comes with the main engine

We should try different ideas for the software to test it out quickly

* Magnification
* Sound
* Networking aspect

More lessons

* More lesson ideas
	+ File IO
	+ Conditional, iterations
	+ IO/actions
		- Given an array of actions, print out data
		- Search or sort an array
* Lesson zero
	+ Calling a variable and declaring values
	+ Calling setter functions
	+ What features it should support and how to build it
* Might want to make a large UML document
	+ Making UML class documents for EVERY function call
	+ Building a base idea for the project would help out at the end for the project

In game scripting

* When we call a script editor in game
	+ In a script window
	+ Type code inside of the window
		- A hot key/button to run the code
		- Possible code completion in the script window
		- The code could be integrated into netbeans
	+ Ideas for development of scripts:
		- Define scripts on how it will interact
		- Define how the game receives the messages form scripts
		- When were done, have an outside team write code completions for the editors

SOUNDS

* JAVA has a lot more ability for sound creation
	+ Java sound can create byte arrays of sound, an options
	+ Might be able to provide sound options in Hop also
* Might want to allow the children to make and use their own sound
	+ Hop might be able to add a sound import into the game
* The bridge between the engine and hops would interact between the two systems
	+ Might have to encrypt the communication between the two systems

When creating classes

* Set functions for a player can work in their own servers, but not through the major online game
	+ They could work with their own private server, but the main server would be protected from hacking
* The bridge function could stop any set functions from affecting the main server

Extras

* Might have a "seeing eye dog" to lead them through a dungeon
	+ The player may have to write a script to use the guide
	+ They might have to write the guide script for their own dungeon
	+ If there in a group, they can follow other players
	+ In later editions, the guide could have more options for the player
* In a odd way, if we enable the students to be "cheat" the ones that do cheat would be better programmers.

For next week:

* Testing Unity come in with a small demo of your part
	+ Mike- Networking side
	+ Matt - zooming and graphs
		- Zooming limitations: how it zooms and if it should change when the user goes off screen
	+ Ryan - Sound
* Plotting a large UML class diagrams to go over next time