Meeting Information

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| **Title of Meeting:** | **QUEST FYP Meeting #5** |
| Date/Time: | 10 Dec 2010, 1330-1530 |
| Venue: | SIS GSR 3.7 |
| Agenda: | * List the functions and features we can have in the game * Set Deadlines for various task to complete before acceptance |
| Minuted by: | Choi Wing Yan Christina |
| Reviewed by: |  |
| Vetted by: |  |

Present

| **S/No** | **Name** | **Role** | **Organisation** |
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|  | Bau Hon Tzern |  | QUEST |
|  | Christina Choi |  | QUEST |
|  | Desmond Ho |  | QUEST |
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Absent with apologies

| **S/No** | **Name** | **Role** | **Organisation** |
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|  | Dai Wenjing |  | QUEST |
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KEY DECISIONS

NOTES OF MEETING

| **Basic Functionalities and Features for KT Facebook Game App** |
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| **Functionalities**   1. Constructions    1. Physical Building       1. Basic utilities          1. Straw hut          2. Wooden hut          3. Stone hut       2. Storage (S, M, L) – store raw materials, food, water       3. User’s shop (eg: Chris’s shop)    2. Agriculture and plantation       1. Animal Farming       2. Plant Farming    3. Decoration (beautifying)       1. Flowers       2. Trees       3. Barriers       4. Pathway 2. Point System    1. Wood    2. Water    3. Food    4. Coins (virtuals)    5. Kampong Dollar (K $ -- > go down to KT to farm etc… do activities) 3. Human Activities    1. Gathering       1. Raw materials (raw materials, water, fruits and vegetables)    2. Hunting       1. Food, animal for farming and breeding    3. Cross Trading       1. Trading with system (via trade shop)       2. Trading with users (via user’s shop) 4. Events    1. Natural Disasters       1. Fire / hurrican / flood       2. Famine / draught / disease / attack    2. Internal Event (solo)       1. Eg: Gather x no. of (raw material) within x days to help grandma (u may win an award!)    3. User to user Events (b/w users)       1. SOS (help others to get rid of natural disasters) 5. Fixed Entities    1. Shops       1. Trade Market (shop)       2. User’s Shop    2. Blue print KT |
| **Things to Do:**   |  |  |  |  | | --- | --- | --- | --- | | Task | | Allocated to | Deadline | | MileStones & Schedule | | Bau | 12 Dec 2010 | | Story Board | | Christina | 13 Dec 2010 | | Use Case Diagram | | Bau & Desmond | 16 Dec 2010 | | List softwares to Install and Learn \* | | Desmond | 19 Dec 2010 | | Learning Outcomes | | Wenjing | 19 Dec 2010 | | Use case scenario (draft) | | Bau and Desmond | 19Dec 2010 | | Use case scenario (final) | | All | 21 Dec 2010 | | Simple game design drawings | All | | 22 Dec 2010 | | Risk & mitigation Strategy | All | | 26 Dec 2010 | | Build Hello World FB app and Flash \*\* | All | | 28 Dec 2010 | | Presentation Slides | All | | 29 Dec 2010 |   \* wad software and hardware are we using- facebook language  - wad software we must design and code our game on  - servers (do we need to set up any? )  \*\* (A demo showing partial solution/domain features is important.)  (Start: right after meeting tech person  End by 28th Dec) |