

Meeting of February 5th

Group 5A

Present:

- ☒ AKAKPO Mensanh Crepin
- ☒ BARBUTOV Filip
- ☒ CARPENTIER-KEITZL Edgar
- ☒ IMHOFF Guillaume
- ☒ KAMEL Seifeldin
- ☒ KHADJIEV Djakhar
- ☒ LAU King

Topics discussed during the meeting:

- All team members learned how to play the game **Big Two**.
- Research was conducted on available **game engines**.
- Tests were carried out to compare the **performance and ease of use** of **Unity (C#) and Godot (GDScript)**.
- The team decided to use **Godot**, as it was considered more accessible but needed more testing.
- The game will be developed for both **web and desktop**.
- Discussion on the **vision of the project leader role**
- Use case **diagram**

Game development ideas:

- Game : Assign **coefficients** to card numbers, suits, and the number of cards.
- **Client/Server system**: Each move played by a player will be sent to the server, which will then broadcast the information to the other players.

Task distribution (temporary ideas) :

- **Database and Server**: Mensanh, Seifeldin
- **User Interface (UI)**: Filip, Seifeldin
- **Game Mechanics and Algorithms**: Guillaume, Djakhar, Edgar,

To-do for the next meeting on february 12th :

Individually:

1. Conduct tests and ensure that the game can be developed with **Godot**.
2. Research answers to the following questions:
 - a. Which **programming language** will we use?
 - b. How do we transition from **web to desktop**?
 - c. Which **database** should we use with **Godot**?
 - d. How do we implement **multiplayer with a Client/Server architecture**?
 - e. How do we **configure the server**?

Warning! Everybody in the team must do this homework individually.