

MICROVERSE: <https://github.com/JenniTheDev/Microverse>

Product Backlog: <https://github.com/JenniTheDev/Microverse/projects/2>

Project webpage: <https://jennithe.dev/Microverse/>

Meeting notes 4/25/21

- dalisa: reach out to team to see if anyone needs assistance
- casey: working on high scores for, needs improvements on SpeedTap UI
- set meeting time for casey & dalisa : 4/26/21 @ 2:30 - 4:00

Meeting Notes 5/2/21

- Jenni checking in with everyone
- Casey working on few errors, saving and loading scores working.
- merge all by Tuesday
- Brian A working on finishing SpeedDot by the night
- JenniSays is 99% done -- one minor bug

Meeting Notes 5/3/21

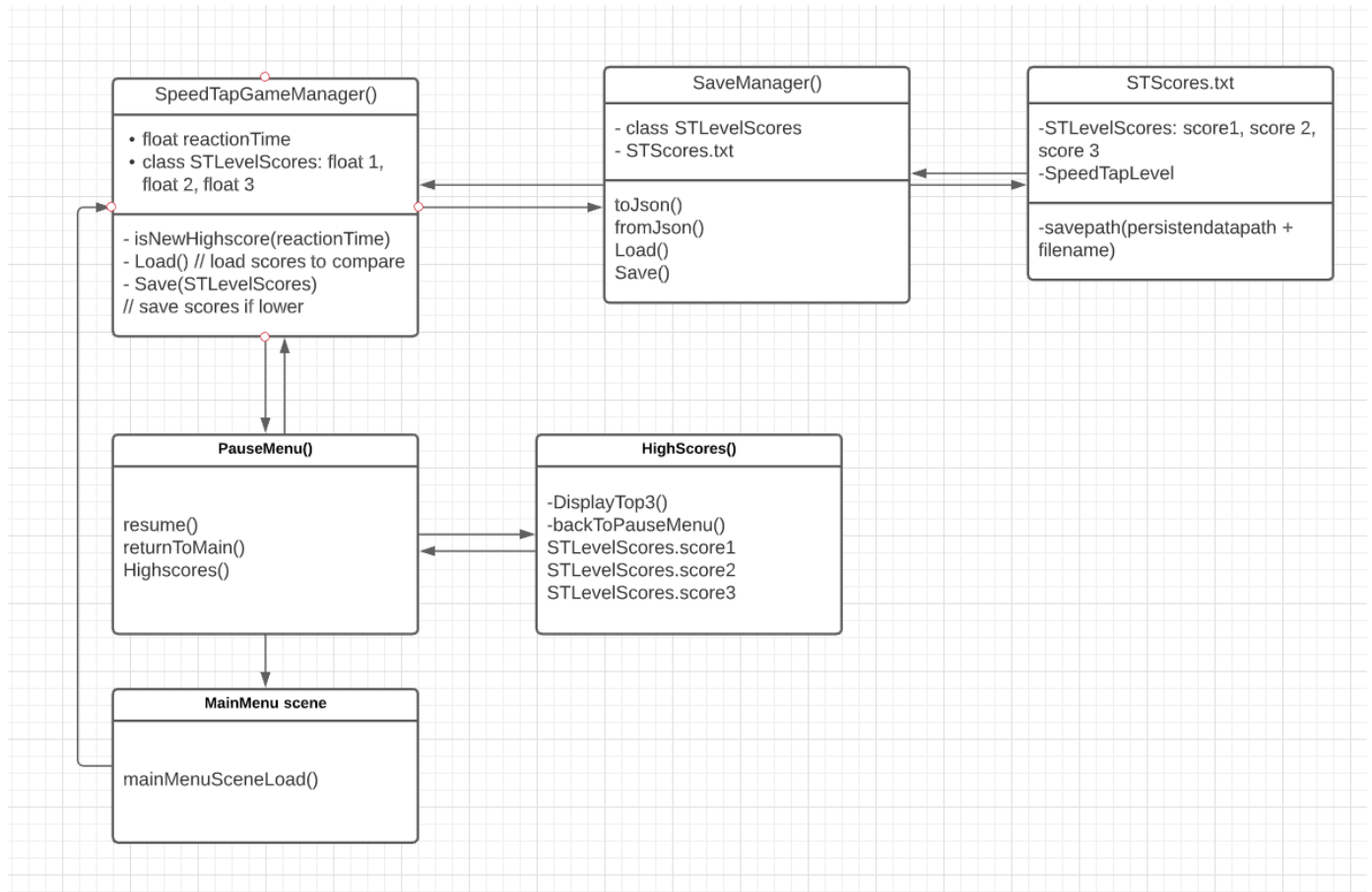
- Brian L reaches out for help -- Jenni offers to help with dodgecoin
- Casey -- SpeedTap scores are saved (may need to scrap bc of time)
- Brian A sends Dalisa a description of SpeedDot for swipe menu
- Casey runs into issues when trying to setup canvas for high scores-- ran into free bugs, might scrap
- Casey fixed bug for STLevel2 pause menu
- last minute call to send Jenni voice clip for buttons in JenniSays

Meeting Notes 5/4/21

- Brian A - Pushed a working version of Speeddot to Derivation4-Brian Branch. If anyone has any time to test it if it works on their machine that'd be helpful. For the rest of the day I'll be working on making it look nice. There's a button that can be pressed after the main menu to skip the gameplay, we should enable it during the showcase, but disable it for the player version. The timer Score will still be recorded.
- Brian A -- find method to backtrack out of game into main menu (GoToSwpieMenu)
- Brian A and Jenni discuss details for SpeedDot
- Jenni asks for links to external assets (music, art, etc) to credit on github
README

- Casey - last speed tap push on branch ST_Hscore_it4 was the most up to date
- Casey - sketch up graphs
- Brian A - pull request: Derivation4 <- Derivation4-Brian

SpeedTap Document:



Speedtap manager already displays the reaction time as a float and in the same function we can call a function that takes in the reaction time float and compare it to the current scores that are saved in a json file. The function will call the load() and save() functions created in a savemanager script that will load the current scores for compare and update the save file if there are any new scores that are better. Once the load function is called it will save the scores as a STLevelScore class that will save the top 3 scores as a float and can be used to display the top 3 scores in the highscores pages in the pause menu.