

# CS-230 Group 36

## Meeting Minutes - Week 3

### Date and Time

Friday 1<sup>st</sup> November 2019

Meeting began at 13:00 and ended at 16:00

The extremely long run time of this meeting was down to us mutually agreeing to stay until the project was basically complete.

### Attendance

- Samuel Roach
- Blake Davies
- George Carpenter
- Angelo Balistoy
- Ioan Mazurca
- Chukwuka Ajeh

### Topics

- UML
  - Went over the entire class diagram.
    - \* Spotted arrow head the wrong way
    - \* Renamed the arrays in the Level class to “cellGrid” and “entityGrid” to more accurately represent what information the arrays were holding
    - \* Added associations between fireboots and fire etc
    - \* Moved the diagram around to more easily accommodate the changes made
    - \* Changed all relevant “move” functions to return a single dimensional array rather than a 2 dimensional array
- Submission
  - Talked about which of the created classes we were going to choose to put into the final design document. These were chosen based on which classes were niche, and represented the best display of our skills
    - \* Chosen were the Player, Smart targeting enemy, Teleporter, Cell and Token door classes
  - We decided that preferably we would should the entire systems UML, and highlight the chosen classes. This is because the class relations were too complicated to try and encapsulate in one small class diagram
  - We discussed which methods were the most complicated and therefore worthwhile representing our entire system with
    - \* Chosen were smartNextDir (Smart targeting enemy), move (Player), addItem (Player), setPlayerLoc (Teleporter), setPassable (Cell)
  - We wrote up the rest of the documentation and all the descriptions etc for the submissions forms. Items that were written in this meeting were:
    - \* Contribution document
    - \* Descriptions for the selected classes and methods
    - \* Descriptions for the class hierarchy
    - \* Explanation for the chosen file format
  - We established who worked on which classes, so that their names could be rightly associated with the classes they developed

- We discussed how descriptions and explanations should be presented, especially for classes that seemed almost self explanatory
- Miscellaneous
  - We also discussed whether a web-hook should be implemented into the Discord server in order for all the members of our group to be able to see when someone pushes to origin/master

## **Progress**

- The class diagrams, CRC's and hierarchy were finished, so that we could select which of them to use in our design document
- We finalised the level file format
- We chose everything that will be included in the submitted design document
- The contribution document was started and finished, with quotes from each member to ensure that accuracy in the document is maintained

## **To-do**

- Finalise all documentation, format in LaTeX, spellcheck and submit

## **Next Meeting**

- There will be no next meeting?