

CS-230 Group 36

Meeting Minutes - Week 1

Date and Time

Friday 18th October 2019

Meeting began at 13:04 and ended at 14:08

Attendance

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

Topics

- Purpose of Meeting
 - Agreed that our first meeting as a group was to lay down the foundations for the game and more specifically, the foundations for our Design Document Design of Game
- Design of the Game
 - Agreed that the predominant details for each level shall be held in a “Level” class
 - This class should contain 2 matrix arrays which store:
 - * Cells
 - * Entities
 - We also discussed the Level file and agreed upon a separate “FileReader” class which will be implemented by any classes needing to file read
 - It was discussed that the Player will have an Array/List that stores “Item” objects as the players Inventory
- Heirachy
 - A hierarchy of classes was established to identify which classes will need to be designed and implemented. This was discussed as a group, in order so that everyone can understand what design we’ve chosen and why we have.
- User Profiles
 - For user profiles we decided that we should use CSV format to store information, as it would be the most efficient way to store the User’s data.
 - This should implement the “FileReader” class
- Themes
 - Themes were discussed, and a compiled list of ideas was formed, however no final theme was decided.
- Teams
 - It was decided that for the Design Document we should split into 2 teams to break up work
 - The first team, “CRC”, will be responsible for creating class-responsibility-collaboration cards, and producing the Level-File part of the document

- * Samuel, George and Blake form Team CRC
 - The second team, "UML", will be responsible for the 2 UML parts of the partial design document, creating hierarchy descriptions and class diagrams
 - * Chukwuka, Angelo and Ioan form Team UML
 - It was also decided that when dividing work into teams during this project, teams must always contain at-least 2 people
- Miscellaneous
 - It was discussed that the Menu must be a Live element, meaning that it would constantly be checking for updates rather than having On-click updates
 - We agreed to create a full design document, even though only a partial document is required to gain marks
- Contribution
 - It was agreed that for this week the contribution would be evenly split, as no quota's were set to meet, and everyone contributed to the meeting

Progress

- Progress made from the previous week could not be formed as this meeting was the first meeting to be held as a group

To-do

- Team CRC
 - Team CRC should produce rough CRC's which correspond to key components within the design
 - These should then be produced by Tuesday, allowing Team UML to work on class diagrams before the meeting on Friday 25 October
- Team UML
 - Team UML should produce a rough working Hierarchy tree using UML, to gain a formal understanding of the design
 - Once Team CRC has produced some cards, Team UML should produce some sort of base class diagrams
- Other
 - Everyone should watch the UML video which has been posted into a group chat, in order to gain an understanding and be able to contribute to the UML together
 - George has agreed that closer to the time, he will compile the final design document in LaTeX, in order to create a professional working document

Next Meeting

- Wednesday 23 October
 - This meeting will not be the weekly meeting, but rather a catch-up to transfer information between the two teams, to allow the UML to begin work
- Friday 25 October
 - Formal weekly meeting
 - We will discuss progress from this week, and what we can do onwards
 - Samuel Roach has already informed the group of his absence from this meeting, meaning someone else will need to take on the role of Secretary