Attendance

Alex   -   Here
Ibz   -   Here
Haoxiang -   Here
Domanic   -   Here
James   -   Here
Matt   -   Absent

Agenda

- Go over what we have done so far
- Discuss our next deliverables

DIscussed

Deliverables:
- We have basic level generation
    - ❖ Uses base component and templates to make levels
    - ❖ Isn't necessarily what we discussed last meeting.
    - ❖ Stressed that what can't happen is thing in one meeting is discussed and agreed upon, then someone does it different for the next meeting. The group needs to understand and be following what members are doing. This was perhaps a misunderstanding
- We have basic game functionality implemented, a shell of the game is running on a emulated android phone
- Basic main menu implemented
- Further research on the A* algorithm
- Worked on the pert chart and gantt chart

Misc points:
- Stressed that everyone should be contributing to the project
- We can perhaps use variants of a* to solve memory issues. Perhaps something even faster could be used.
- Discussed time and space complexity of different algorithms. Was searching for a comprehensive list of performance of different algorithms but was unable to find it in the meeting. This was sent after the meeting via email found here: http://www-cs-students.stanford.edu/~pdoyle/quail/notes/pdoyle/search.html#Performance%20of%20Search%20Algorithms
- Mentioned that the minutes and chairing should perhaps be rotated
- Next meeting should be 2 weeks from now

Next week deliverables:
- Alex and Dom will do A* to get the box to the target and check player can push box to the target
- Ibz and Matt will continue on the interfaces
- Haoxiang will continue on level gen.
- James will make global helper classes (logging/music)
- Interim report?