[Mar 2] Week 8 (Bonus) Group Meeting Minutes

Date

02 Mar 2024 (Week 8)

Time

2:45 pm - 5:25 pm

Attendees

- Chun Ho Chan
- Yuting Hou
- Eunhak Kim

Type

Video conference group meeting on Zoom

1) Topics Discussed

- Discussed how to split the workload for writing CRC cards
- Discussed how to refactor the class diagram
- Discussed how to implement the Model-View-Controller pattern
- Discussed whether we should skip implementing multiple maze setups per stage
- Discussed ways to increase the educational value/ learning curve of the game
- Discussed how to display the maze
- Discussed how to implement the inventory system
- Discussed how to encode the Action Blocks/ Action Chain
- Reviewed all of the save formats
- Reviewed all of the wireframes

2) Decisions Made

- Edward will write the CRC cards instead of Eunhak, and Eunhak will write the wireframe documentation with Yuting
- We will have a Controller class for every View class, and each Controller class can access one or more Model classes
- We will use a standard template for all Controller classes
- We will scrap the idea of having multiple maze setups per stage
- We will scrap the idea of having conditionals (due to time limit)
- We will implement the idea of conditional-branching/ variable loops
- We will teach Repeat-Forever loop, Repeat-Until loop, and (nested) For-loop/ While-Do loop
- We will display the player on top of the maze layout (like a cursor)
- We will implement the inventory system as a separate Model class
- We will encode each Action Block as a string (no spaces), and concatenate them into a CSV string to represent an Action Chain
- We will stick to the current save formats
- We will stick to the current wireframes

3) Tasks Assigned

- ☑ Edward: Finish class diagram CRC cards

- ☑ Yuting: Finish wireframe documentation

- ☑ Eunhak: Finish wireframe documentation