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| **Group Name:** | Group 26 | |
| **Date of Meeting:** | 13/10/2022 | |
| **Start Time:** | 11am | |
| **End Time:** | 12pm | |
| **People Present:** | | |
|  | Sonali | Chinmayee |
| Joe | Emily |
| Euan | Tana |
|  |  |
| **People Absent:** |  | **Reason:** |
| Upenyu | Unwell |
|  |  |
| **Topics Discussed:** | | |
| * Reviewed specification document in detail, considered what aspects we want in our game e.g., characters, levels, items etc. * Went over how to draw class diagrams and how it may be implemented in our context. * Briefly, listed the names of classes we would require and wrote down the functions within it to start to get an idea of how the project might come together. * Together, we got a brief idea on what we want our class diagram on Items to look like. * We discussed keeping the theme the same as the assigned one because we thought it would save time, adjustments can be made later if necessary. * Looked on the office hours with our mentor and how we may arrange a meeting with him. * We discussed distributing the class names we came up between us to draw class diagrams but decided not to as we still have some more content to learn which may help. | | |
| **List of progress:** | | |
| * Got to know our group better and started to understand everyone’s strengths and weaknesses. * Agreed the days that would work best for everyone for the next meetings: Tuesday 1pm and Friday 3 pm. * Started the project by going through the specification and listing class names. * Successfully submitted the contribution breakdown sheet in agreement. | | |
| **To Do List:** | | |
| * Attend meeting with mentor on Wednesday at 1pm. | | |