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| **Group Name:** | Group 26 | |
| **Date of Meeting:** | 21/10/2022 | |
| **Start Time:** | 11am | |
| **End Time:** | 12pm | |
| **People Present:** | | |
|  | Sonali | Chinmayee |
| Joe | Emily |
| Euan | Tana |
|  |  |
| **People Absent:** |  | **Reason:** |
| Upenyu | Tuition issue |
|  |  |
| **Topics Discussed:** | | |
| * Review of work done after tasks divided up in Tuesday’s meeting;   Euan + Tana’s Items UMl Class Diagrams, Sonali’s NPC diagrams, Chinmayee CRC cards for player profiles, Emily file format, Joe game state, loading and high score.   * Talked over specification and discussed issues / clarification of ideas. * Abstract away movement class. * Discussed idea of settings menu and accessibility features. * Coin Breakdown for week 2. Upenyn, given less coins for lack of attendance and insufficient class diagrams. * CRC cards to be worked on – Game, File Manager, Player Profile, Tile, Level.   Github to share files in a easy access location. | | |
| **List of progress:** | | |
| * **Made github repository** * **Class diagrams for Items, NPCs, text files.** * **CRC cards for text files, game state, player profile.** * **Coin breakdown for week 2.** | | |
| **To Do List:** | | |
| * Look at lecture 06 – CRC cards. * Finial drafts of class diagrams in proper format. | | |