Meeting Minutes: Group

**Meeting Type:**

*Weekly Project meeting 4*

**Meeting Date: 26/02/18**

**Meeting Start Time: 11:00**

**Meeting End Time: 12:30**

**Attendance:**

*Jamie Stening*

*Abdalla Shita*

*Alex Sinclair*

*Jaimie Withers*

*Dion Upton*

**Absence:**

No absence

**Progress:**

Second meeting

writing the diagrams and finish the planning design

keep working on own programming

Made player game dice classes

player - 8 fields

change property to a class because each will be object of its own, each player will have array of class

Methods:

Player class:

player\_characters , x

player balance

player move, position =++

Dice class:

dice array = new int[2], every time throw dice, provides two random numbers

Game class:

New turn method, throws dice and moves player, ensuring player is not at beginning again eg. at 40 round board

Card class:

Use a linked list to hold the cards

* + Can take things out and retains order and can be shuffled
  + easy to shuffle, just call collections.shuffle
  + takes card and puts at bottom of list

Very good way of representing cards, we do not want it as a list of strings

* would scan for key words
* debating which way to do this

Don't want to use up too much memory by using a supposed large switch case when looking for keywords

Possible ideas:

Array of characters and input each

Testing to show outputs of each thing

**Actions:**

*Jamie Stening -*

*Abdalla Shita – Create main structure*

*Alex Sinclair – Rough class diagram*

*Jaimie Withers – Develop Plan, start diagrams*

*Dion Upton – Designs for the UI*

**Next Meeting:**

*Monday 5 th March*

**Additional Comments:**