Meeting Minutes: Group

**Meeting Type:**

*Weekly Project meeting 2*

**Meeting Date: 16/02/18**

**Meeting Start Time: 13:00**

**Meeting End Time: 14:00**

**Attendance:**

*Jamie Stening*

*Abdalla Shita*

*Alex Sinclair*

**Absence:**

*Jaimie Withers – Stuck in travel*

Dion Upton - Unwell

Both were kept up to date

**Progress:**

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:

something about players and next players

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

Card class:

link list, holds all card

take things out and retains order and can be shuffled

easy to shuffle, just call collections.shuffle

takes card and b[puts at bottom of list

very good way of representing cards, dont want it as a list of strings though

^ 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

Each person jobs:

develop the plan

abdulla create main structure

alex made a class diagram

**Actions:**

*Jamie Stening -*

*Abdalla Shita –*

*Alex Sinclair –*

*Jaimie Withers –*

*Dion Upton -*

**Next Meeting:**

*Monday 19th February*

**Additional Comments:**

*Any important observations that need to be noted.*