Agenda for Feb.14, 2019

Status:

- Have discussed about our data structure, Architectures and Classes and discuss how they would interact and talk about how our game program would function on a deeper level.

- Have talked about Hybrid Architectures and decided that this would be the best choice for the group.

- Have decided on a Top-level Pipe + Filter Architecture with more architecture as needed to describe the various parts and stages of the pipe and filter.

- Have thoroughly discuss the data structure and made some good decision as a group about what we needed and what would work best with our design.

- Have decide to use CRC card and we mapped out most of our system and have completed some of the CRC card and will finish them on Friday.

- Plan to meet on Friday to do some final design doc planning. So, everyone has parts to do over the break.

- The design doc should be commits to the repo for Sunday 24th. Then Spencer and Brendan can edit and begin putting it all together.

Decide:

- N/A

Solve:

- N/A

Info:

- N/A