

Minutes for third meeting 21/10/2019 15:00-16:00:

People in attendance:

GEORGE COOK

MOHAMMED NAHID HUSSAIN RAIHAN

SINDISO MATTHEW SIBANDA

CAI SIDAWAY

NOAH STEBBINGS

HAO WU

Points discussed:

- Looked at each other's class relation diagrams.
- Came up with final class diagram.
- Decided everything is a tile as we just must redraw anyway
- Everything will be under the class tile, as we must redraw so they will all inherit from a super class common to all.

For next time:

- Design and finalise the CRC diagram for the classes you have been given from this meeting. And bring them to the meeting so we can discuss them and collate them all.

Minutes for fourth meeting 25/10/2019 12:00-13:00:

People in attendance:

GEORGE COOK

LOK SANG FONG

MOHAMMED NAHID HUSSAIN RAIHAN

SINDISO MATTHEW SIBANDA

CAI SIDAWAY

NOAH STEBBINGS

HAO WU

Points discussed:

- Went through everyone's CRC diagrams and got them up to standard, gave people pointers on what needs to be changed.
- Renamed so variable and function names.

- Talked about way the game will all fit together.
- Removed some redundant classes.
- Decided the five classes to draw as UML diagrams:
  - Player
  - Token
  - Profile
  - SaveGame
  - TokenDoor

#### Things achieved since last meeting:

- Most people have produced their CRC diagrams and brought them to the meeting.
- A solid and finalised diagram of class' inheritance.

#### For next time:

- Make sure you have finalised the CRC's and they have the improvements suggested.
- UML Class diagrams so that we can collaborate them on Monday

#### Contribution Breakdown:

We have decided to give everyone who attended the meeting an even split of the coins because we all equally contributed to the meeting and did the work that was set out before the meeting. And we decided to give the 7<sup>th</sup> person 0 coins as they didn't do the work required for the meeting.

Next Meeting: Monday 28<sup>th</sup> October 2019 15:00