

Minutes for the first meeting- 15/10/2019 15:00-15:30:

People in attendance:

GEORGE COOK

MOHAMMED NAHID HUSSAIN RAIHAN

SINDISO MATTHEW SIBANDA

CAI SIDAWAY

NOAH STEBBINGS

HAO WU

Points discussed:

-Met each other spoke about the general idea of the project.

For next time:

-Go away and make notes of all the class that we might need and general information about what they do.

-Think about what methods we might need.

-Think about the general structure of the game and how it will all communicate with each other class

-How we are going to use text files, making level format files and save files.

Minutes for the second meeting- 18/10/19 13:30-14:15:

People in attendance:

GEORGE COOK

MOHAMMED NAHID HUSSAIN RAIHAN

SINDISO MATTHEW SIBANDA

CAI SIDAWAY

NOAH STEBBINGS

HAO WU

What was discussed:

-Decided that we need a main for the GUI and work out how to do this with JavaFx Canvas.

-Updates will need to be done every time the player moves

-Player moves code must identify the hierarchy checks, as to see if the player has touched any items that can be picked up.

- decide cell types how they will be used, and classes needed.
- Need a main class that reads level files or save files, then communicates to the other classes.
- Decided that the Inventory will be an attribute of the `Player` class.
- Started working out the algorithm to use that get the Enemies towards the Player.
- Decided on the file layout that will hold the level layouts. Using the example in the spec but with underscores as it will be easier to read.
- Decided to use a delta time function to time the level completion time.
- Need a class file that deals with the website data.

Things achieved since last meeting:

- Came up with all the classes need for the Project and started working on the methods needed for each class.

For next time:

- Everyone comes up with their own hierarchy and inheritance graph then we are going to combine them all and start handing out who is designing CRC's and UML diagrams.
- Have scheduled a meeting for Monday on Discord.

Contribution Breakdowns:

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 7th person 0 coins as they have not attended any meetings and not contributed to the meetings and group at all.

Questions to ask Liam:

- Can the enemies use the portals?
- Check how they want saving to work, is it auto save, or will the User have to click a save button?

Next Meeting: Monday 21st October 2019 18:30