

Minutes Week 2

Meeting 3: Monday 21st October 10:00 – 10:30

Attendees: Bryony, Ruth, Johannes, Ciara and Tom

Points discussed:

- 0Teleport should inherit from ground as enemies can walk on them but players can't.
- 1
- 2Decided on jail theme
- 3Guards = enemies
- 4Kill tiles = dogs or other prisoners
- 5Collectables = dog treats/ bones or weapons
- 6Keys = hammer, brick, shovel etc
- 7Doors = wall, window etc

Updated roles:

Jake: Base cell, Wall, Ground

Bryony: Kill, Teleport, Door

Ruth: Collectibles/Items

Ciara/Johannes: Moveable, User, Enemy

Tom: Line, Wall, Dumb

Rohini: Smart, Goal

To do: Complete all CRCs cards and UMLs for each class

Next Meeting: Friday 25th October 13:00

Meeting 4: Friday 25th October 13:00

Attendees: Bryony, Ruth, Johannes, Ciara, Tom, Jake

Points discussed:

What to put in partial design document

Classes chosen:

Player

User

Ground

Smart Enemy

Map Reader

Complex behaviours (need 5):

smart enemy shortest path

map reader load map

Hierarchy Description - Cell and its child classes