## Meeting Minutes 4

Date of meeting: 10/7/2022

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| Attendance: | Jessy, Aryan, Ji Hoon (Andy), Ricky |
| Next meeting: | 13/7/22 |

1. Main Goals

* Stand Up
* Task reallocation
* Testing

1. Discussion

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| Task reallocation | * Andy: write tests for the buildable, and take on exit from Aryan * Aryan: Using state patterns for allies and mercenary |
| Testing | * Problem with new Game()   + Null pointer exception   + Maybe go to help session 6-8pm |
| Technical | * Errors with JSON libraries not working * Spent time troubleshooting |
| Stand-up | * Aryan: finished a few of Andy’s tasking, JSON reading and portal, did all the code stubbing * Jessy: worked a bit on player movement --> in Game.java   + Finished boulder and switches 🡪 almost done with bomb   + Wrote basic tests * Ricky: Technical issues,   + finished tests for potions in general, some of it rely on other things for further testing   + Created abstract class for potions 🡪 duration   + Trying to work on status 🡪 thinking of using state pattern * Andy:   + Created status/health classes   + Spoke to tutor 🡪 created method for health instead   + Writing tests for buildable |

1. Roundtable

* Contacting Rohan
* Aim to get all parts done by Wednesday -> for testing
* Next standup Wednesday 11am