# COMP2511 Group Project

## Meeting Minutes 1

Date of meeting: 4/07/2022

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| Attendance: | Aryan, Ricky, Jessy |
| Next meeting: | Tuesday |

1. Main Goals

* Finish Milestone 1
* Split up work
* Talk about expectations – section 12.3.1
* Ask for feedback for milestone 1

1. Discussion

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| Meet-ups - once every 2-3 days | * Short stand-ups – 10-20mins |
| Naming branches | * Name branches according to entities * E.g., if doing boulder, name branch boulder |
| UML (**finished**) | * An *Entity* super class (abstract), with subclasses: S*tatic, Moving, Collectable, Buildable*    + Collectible and Buildable share similarities   + Each subclass has their own group of entities (per specs) * (Revisit this) Goals superclass --> complex goals subclass * Awaiting feedback |
| Dependency tree (**finished**) | * Awaiting feedback |
| Documentation | * Push all the documentations at the end after getting feedback (Jessy) |
| Patterns | * State Patterns – different state of entities   + E.g., lit bomb, unlit bomb, exploded bomb * Observer patterns – for enemies reacting to player movement * Strategy patterns:   + Main *Entity* abstract class ß Subclasses: *static, moving, collectable, buildable* |
| The Issue Board (**finished**) | * Created issues according to points * Grouped tasks according to tags * #Weapons in battles = when we alter the durability of the weapons |

1. Roundtable

* Finished Milestone 1
  + Awaiting feedback
* Still need to assign tasks
* Talk about expectations - section 12.3.1