**MEETING MINUTES**

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| **Subject** | COMP2511 | **Date** | 24/10/2021 |
| **Scribe** | Cyrus | **Start Time**  **End Time** | 10:00PM |
| **Location** | Teams | | |
| **Attendees** | ALL | | |

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| **AGENDA** | | |
| **No** | **Topic** | **Highlights** |
| 1 | Issues/Problems | - |
| 2 | Dungeon | - |
| 3 | Moving Entities | - |
| 4 | Scrum board | - |
| 5 | Actionables | - |

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| **NOTES** | |
| Issues/Problems | Moving and CheckMove   * Responsibilities of different functions * Preconditions and postconditions |
| Dungeon | Saving game   * Saving the state of the game as a JSON * To Store   + Inventory   + Health of Characters   + Gamemode   + Etc.   Loading game   * Loading a JSON file and loading additional formats   Additional functions   * Wish list to be added by other branches |
| Moving Entities | Move and Check Move  CheckMove(Direction, Position):  dungeon: for each entity  Move (Direction, Position):  ChecksMove (returns true/false)  Move ->  Dungeon (After move is made, checks each entity)  character.move(Position)  static\_entity.update() |
| Scrum board | Updating scrum board and timeline |
| Actionables | Deadlines |

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| **ACTIONABLES** | | | |
| **No** | **Item** | **Person in Charge (PIC)** | **Target Date** |
| 1 | Moving Entities | Kelly | 28/10/2021 |
| 2 | Dungeon | Josh and Sami | 27/10/2021 |
| 3 | Static Entity | Cyrus | 26/10/2021 |
| 4 |  |  |  |

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| **NEXT MEETING** | |
| **Date** | 27/10/2021 @ 3:30PM |
| **Topic** | Progress Check |