**MEETING MINUTES**

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| **Subject** | COMP2511 | **Date** | 27/10/2021 |
| **Scribe** | Cyrus | **Start Time**  **End Time** | 6:00PM  8:00PM |
| **Location** | Teams | | |
| **Attendees** | ALL | | |

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| **AGENDA** | | |
| **No** | **Topic** | **Highlights** |
| 1 | Static Entities | - |
| 2 | Moving Entities | - |
| 3 | Dungeon & Goals | - |
| 4 | Aligning on spec | - |
| 5 | Setting deadlines | - |

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| **NOTES** | |
| Static Entities | Tests have been written for static  - Depending on the entity static entity state, certain moves will or will not be valid  - ID's must be unique  - Only two portals can exist for the same colour  - Only player can move through doors/portals etc.  - If portal doesn't work, player will just step onto the portal  - Only 1 player exists  - Standard zombieSpawnerTimer = 20 ticks  - Hard zombieSpawnerTimer = 10 ticks  - Peaceful zombieSpawnerTimer = 0  - If there are no cardinally adjacent squares next to a zombie spawner, it won't spawn any zombies  Doors are created in conjunction to a key  Functions to be implemented in Dungeon:  dungeon.getPosition(Entity entity)  when creating entity, call entity.setDungeon(Dungeon dungeon) - in addEntity, call entity.setDungeon(this)  entity.removeEntity(Entity entity)  dungeon.getPlayer() -> returns player entity;  gamemode.getSpawnTimer(); |
| Moving Entities | Completed character  Implementing moving character  Discussing how items are stored, the need for types, additional requirements  Key, getKey from doors |
| Dungeon & Goals | Discussing how interactable works  Dungeon functions update, how tick will work  Dungeon (After move is made, checks each entity)  character.move(Direction)  static\_entity.update(Direction)  for entity in entities |
| Aligning on spec | Dungeon and Entities, entities should contain a dungeon for spatial awareness and responsibility of classes.  Aligning with cases, lowercase, sentencecase etc. |
| Setting deadlines | Friday to begin merging |

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| **ACTIONABLES** | | | |
| **No** | **Item** | **Person in Charge (PIC)** | **Target Date** |
| 1 | Moving Entities | Kelly | 29/10/2021 |
| 2 | Static Entities | Cyrus | 29/10/2021 |
| 3 | Dungeon | Josh and Sami | 29/10/2021 |
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| **NEXT MEETING** | |
| **Date** |  |
| **Topic** |  |