

Meeting Taken place	Date	Time	Persons Present
Thursday- Y Twyni	27/10/2022	11:00-13:00	Mathew, Eveleen, James, Kamile, Joseph
Tesco Café, Oystermouth Road	30/10/2022	14:00-15:30	Mathew, Eveleen, Kamile, Joseph

Persons missing and reason for absence:

Dev and Zheng were both missing on 27/10/2022. No explanation was provided from either one.

James was missing on 30/10/2022, because he was unwell.

Review of what was discussed, decided and why on 27/10/2022 (1):

- Rename “board” to “game”. So, this so that “game” could be a class to hold the list as a global list, which is static. It does not do anything.
- Possibly place the tick method, from class clock, into the “game” class.
- For the level file format, make a text file, line by line for the items and the colours on the board. This is so that it can read the items. Also, a line that says to “stop reading from here”.
- We can collect a lever, but not a gate, therefore they are not the same thing.
- One part of the “movement” class will be flying assassin.
- The player should not skip over a valid square, but player may skip over non valid squares.

Review of what was discussed, decided and why on 30/10/2022 (1):

- The usage of a “Pick up” clock method to change time. It is in abstract method and doesn’t do anything.
- Item is an abstract class. The subclasses are the collectables.
- Not all items are collectible as cannot collect gate nor bomb
- Lever is a collectible
- Gate is opened by lever and door is the exit.
- Door might need an enter method, if it is open. We will need to know who entered it, not who opened it.
- The door opens when the last collectible is picked up.
- Door needs to know who entered, to see if the player loses, this could be done in a class named “movement”.
- Door is an intractable, not a collectable.

Progress since the previous 23/10/2022 till 27/10/2022 meeting (2):

- Kamile- Completed CRC cards and UML diagram for the item
- Mathew- Completed CRC cards and UML diagram for the graphics
- Eveleen- Completed CRC cards and UML diagram for the thief
- Joseph- Completed CRC cards and UML diagram for the Player (User)
- James- Completed CRC cards and UML diagram for the board
- Dev- Non
- Zheng- Non

Progress since the previous 27/10/2022 till 30/10/2022 meeting (2):

- Kamile- Candidate class for the bomb was done.
- Mathew- Hierarchy descriptions are finished
- Eveleen- Hierarchy descriptions are finished
- Joseph- Uploaded candidate class with responsibilities, to OneNote, for the logic (conflict) class. UML diagram was uploaded.
- James- CRC cards for Board class have been done.
- Dev- Non
- Zheng- Non

Actions to achieve before the 03/11/2022 meeting (3):

- Kamile- Upload candidate class with responsibilities, to OneNote, for the bomb. Upload CRC cards and UML diagram onto OneNote
- Mathew- Upload level File format and collaborate with Eveleen for 2.1.3 Hierarchy descriptions
- Eveleen- Upload the hierarchy classes involved with “Movement” for 2.1.3. with Mathew
- Joseph- Look over and critique other people’s uploads work.
- James- Upload candidate class with responsibilities, to OneNote, for the Cell class.
- Dev – Menu CRC cards and UML diagram, from last week’s task.
- Zheng – Undecided, Zheng has not made any contact with our group.

Why members got the scores that they did:

- Kamile- CRC cards were completed. Completed the minutes for this week.
- Mathew- Uploaded designated graphics class.
- Eveleen- CRC cards on the thief completed.
- Joseph- UML diagram and CRC cards for the player were completed.
- James- CRC cards for the board class were completed.
- Dev- 0 as No work was provided and there has been no contact via email nor discord.
- Zheng- 0 as No work was provided and there has been no contact via email nor discord.

What members with low scores can do next week to return to an equal division:

- Regarding Dev Kainda and Zheng
- Submit the UML class designs and CRC cards for the menu
- Attend the upcoming meetings, in person, zoom or phone call.

Next meeting place	Date	Time	Topics of Discussion
Thursday - Common room, Y Twyni	03/11/2022	11:00	Review each other’s uploaded work from OneNote and add any suggestions for improvement
Sunday – Tesco Café, Oystermouth Road	06/11/2022	14:00	Same as Thursday

