

Meeting place	Date	Time	Persons Present	Topics of Discussion
Thursday- Y Twyni	03/11/2022	11:00-12:40	Mathew, Eveleen, James, Kamile, Joseph	Review each other's uploaded work from OneNote and add any suggestions for improvement
Tesco Café, Oystermouth Road	06/11/2022	12:00-13:30	Mathew, Eveleen, James, Kamile, Joseph	Everyone will read through the Partial Design Document and the Contributions Report

Persons missing and reason for absence:

Dev was missing on the 03rd and 06th of 11/2022. No explanation was provided.

Review of what was discussed, decided and why on 03/11/2022 (1):

- There will be one clock per one level. Thus, there is only one type of clock.
- The Flagged cells, where the bomb will have an impact upon, will need to know when a bomb explodes. But bomb does not need to know about the location of the flags.
- When generating a bomb, there will be a method that sets the "isFlagged" variables of the surrounding squares to the coordinates of the bomb.
- The saving of the game will be done in the file system. This will be as the game/board class will store the coordinates of the grid, and that is what will read in.
- Regarding the explosion class, the direction of what is forward will be stored in the movable class.
- All explosion does is move in a forward direction.
- The 'move' method in movement does nothing. This is because it is just a place holder to be implemented in the child class. It is an abstract method.
- The explosion class will make a request to the board/game class to move in a particular direction.
- The floor following Thief has a colour that it must follow, as described in the specification of A1. It does not only move in a vertical or horizontal way.

Review of what was discussed, decided and why on 06/11/2022 (1):

- The contribution report was being put together in a separate PDF file.
- Ways in which we could get the number of pages down in the partial design document.
- The partial design document was being compared to the list of things that should have been done in the specification of A1.

Progress since the previous 30/10/2022 till 03/11/2022 meeting (2):

- **Kamile-** The CRC cards for the Items have been uploaded onto Google docs. The CRC card and responsibilities of the candidate class, Bomb, has been uploaded.
- **Mathew-** The Level file Format system has been completed and uploaded onto Google docs
- **Eveleen-** Has written about one's own contribution within the contributions report. The hierarchy description for the classes that are involved with the "movement" class have been completed.

- **Joseph-** A report about one's own contribution has been completed and uploaded onto Google docs.
- **James-** A report about one's own contribution has been completed and uploaded onto Google docs.
- **Dev-** Non

Progress since the previous 03/11/2022 till 06/11/2022 meeting (2):

- **Kamile-** Had written pseudocode for the bomb
- **Mathew** – Had created a graphic design of the level file format.
- **Eveleen-** Had helped to correct and added to other individuals work in the partial design document.
- **Joseph-** Had corrected and added to other individuals work in the partial design document.
- **James-** Had uploaded everything needed for the candidate class "Cell" onto the partial design document.
- **Dev-** Non

Actions to achieve before the 06/11/2022 meeting (3):

- **Kamile-** To finish writing the pseudo code for the Bomb Candidate class and to write a report about one's own contribution. Produce the CRC card for the Explosion class.
- **Mathew-** Refine the Level File Format and possibly complete a visual diagram to represent it. Write a report about one's own contribution.
- **Eveleen-** Refine and add any comments for improvement in relation to everybody's work on the Partial Design document.
- **Joseph-** Refine and look over the CRC card for the Thief class. Complete the CRC card for the menu class.
- **James-** To upload the CRC card for the candidate class, Cell, its UML diagram and its pseudo code.
- **Dev** – Complete the CRC card for the Menu class. Otherwise, make any comments for improvement, regarding the menu class, on Google docs.

Why members got the scores that they did:

- Kamile- Completed the work needed for the "Bomb" candidate class.
- Mathew- Completed the Level file format.
- Eveleen- Completed the class hierarchy part of the partial design document.
- Joseph- Completed the work needed for the "Player" candidate class.
- James- Completed the work needed for the "Cell" candidate class.
- *Dev-* 0 No work was provided and there has been no contact via email nor on discord.