Group25-2022-11-21-minutes

Meeting Taken place	Date	Time	Persons Present
Thursday- Y Twyni	17/11/2022	11:00-11:30	Mathew, Eveleen, Kamile, Joseph
Tesco Café	20/11/2022	14:00- 16:00	Mathew, Eveleen, Kamile, Joseph

Persons missing and reason for absence:

Dev was missing on 17/11/2022 and 20/11/2022. No explanation was provided.

James couldn't attend the meeting on 20/11/2022, as said over discord.

Review of what was discussed, decided and why on 17/11/2022 (1):

- Joseph created a GitHub group for everyone to Join.
- Git hub Accounts were set up and added to the group.

Review of what was discussed, decided and why on 20/11/2022 (1):

- For the creation of the 2-D array, the order will be based off an index, and not what the array is holding. This will be on the boards side and is not to be done under the graphics side.
- A 1-D array has been done for testing purposes, by Joseph.
- Do not worry about commenting methods too heavily for now because the code is going to change.
- The movable class will be going from a vector to a String. We will use cardinal directions. This is because it will be easier for us to convert from a vector to a string.
- Consider the first square of the board to be able to move left, but not to move right.

Progress since the previous 17/11/2022 meeting (2):

- Kamile- A draft of the items classes has been uploaded to Git Hub.
- Mathew- Has thought about how to tackle graphics for the game.
- Eveleen- Has thought about how to tackle the thief class.
- Joseph- The first draft of the movable class has been completed.
- James- Has thought about how to tackle the game class.
- Dev- No input was given from Dev.

Actions to achieve before the 20/11/2022 meeting (3):

- Kamile- Make a start on writing code for the Item by creating a parent class for all items.
- Mathew- Generate a board from an array of colours. Each cell should have 4 colours in an array. Store the colours as a string, meaning, generate a graphical board from the stored array.
- Eveleen- Find an algorithm for writing the code for the smart thief.
- Joseph- Make a start on writing some code for the Movable, abstract class. This will be for everything that moves.
- James- Make a start on writing some code for the Game class. However, note that cell will depend upon having movable and items already created on the board.

- Dev – Overlook other individuals code that has been uploaded onto GitHub, this week. Check for any errors.

Actions to achieve before the 24/11/2022 meeting (3):

- Kamile- Correct and change the class names for the Items. Finish creating all Items.
- Mathew- Consider making sprites and upload some work for the graphics onto GitHub. Otherwise, figure out how we can allow the user to save the game.
- Joseph- Finish the player class and hopefully get the movable class working as soon as possible.
- Eveleen- Upload code onto GitHub for the thief class.
- James- Upload some work in relation to the game class, onto GitHub.
- Dev – Look over other people's code that has been uploaded onto GitHub. Otherwise, upload some code for the scoreboard class.

Why members got the scores that they did:

- Kamile- Has uploaded some work onto Git Hub.
- Mathew – Has discussed with the group this week as to how the graphics will be tackled.
- Eveleen- Has discussed with the group this week as to how the thief class will be tackled.
- Joseph- Has shown some code for the movable class. And has completed a first draft of it. Has also created a small board, for the board class.
- James- Has interacted via Discord and understands what must be done to do the game class.
- *Dev*- No interaction has occurred.

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

- Dev could look over other people's code, that has been uploaded onto GitHub, and to add changes or improvements to it.

Next meeting place	**Date**	**Time**	**Topics of Discussion**
Thursday – Zoom meeting	24/11/2022	14:00	Look over one another's code, that has been uploaded onto GitHub.
Sunday – Tesco Café	27/11/2022	14:00	Look over one another's code, that has been uploaded onto GitHub.

Plan for the upcoming 3 weeks:

- **20/11/2022 - 27/11/2022**: - Generate the board class. Create graphical implementations. Start the menu class. Start the thief class. Finish saves and load, volunteered by Mathew. Finish the items class.
- **27/11/2022 – 04/12/2022**: Start the Logic class. Complete the code for Flying Assassin.
- **04/12/2022 – 11/12/2022**: Fine tune the code and add comments to the code.