Group25-2022-11-28-minutes

Meeting Taken place	Date	Time	Persons Present
Tesco Café	27/11/2022	14:00- 15:30	Matthew, Eveleen, Kamile, Joseph, James

Persons missing and reason for absence:

Dev was missing on the 27/11/2022. No explanation was provided.

We decided to cancel the usual Thursday meeting because of the strikes that were happening this week.

Review of what was discussed, decided and why on 27/11/2022 (1):

- There is going to be a separate graphical interface for the menu class, in comparison to the game class.
- More spites will need to be generated in regarding the gates and levers. Possibly iterate a limited number of colours for the gates and levers. We are going to make a few more levers with different colours.
- The number of colours that have been used for the gates and levers may depend on the level that the player will be on.
- We have agreed that game and cell will be of separate classes.
- There has been a discussion about the marks that we as a group received for A1.
- Regarding the game class, we will need to make sure that the code knows where to read from as of when it receives an input. This is particularly true for JavaFX.
- The graphical sprites are going to be static, as facial features may not need to move.
- We are going to add the direction of the sprites (NPC's) to the player class, such as moving up, down, left and to the right.

Progress since the previous 20/11/2022 till 27/11/2022 meeting (2):

- **Kamile**- Has written some code for the bomb's movement, this included what to do if a certain part of the board is trespassed and where the bomb will explode.
- **Mathew**- Has completed most of the graphical images. This includes; a silver coin, a gold coin, diamond, ruby, the door opened and closed, the bomb exploded and not yet exploded, the flying assassin, the clock, floor following thief, and the smart thief.
- **Eveleen**- Has completed a skeleton of code for the smart thief along with the floor following thief.
- **Joseph**- Has completed the code for the game class and has also started the menu class.
- **James**- Has almost completed the code for the classes that is Game and cell. A lot of the methods for the classes have been done.
- **Dev**- No input was given from Dev.

Actions to achieve before the 01/12/2022 meeting (3):

- **Kamile**- Create the overlay for the diamond Item. Instead of coding all of the items individually, one should code them under the abstract class, named item. Must complete the Item class so that Joseph may use it to start the Logic class, during this upcoming week. Submit the code onto GitHub.
- **Mathew**- Regarding the graphics, create asset generation with options to choose from. This will include the gates and levers, and the player. There will be a further need to fix bugs for

the graphics, in relation to the input. This will be done instead of changing the various input types. Make sure to place the graphical assets, correctly onto the board class.

- **Eveleen**- Continue writing the code for the Floor Following Thieves and for the Smart Thieves. Get these NPC's to be moving around the Test board, that was uploaded onto GitHub.
- **Joseph**- Complete the menu class by finishing the graphics, such as the static buttons. and upload it onto GitHub. As soon as the Item class has been uploaded onto GitHub, make a start on the Logic class. Implement a pause method for the player class.
- **James**- Finish and perfect the method names for the cell and board class. Upload this code onto GitHub.
- **Dev** – Check for any errors in other individuals code, that has been uploaded onto GitHub.

Why members got the scores that they did:

- **Kamile**- Has completed the code for the movement of the bomb class, shown as it was uploaded onto GitHub. Wrote this weeks minutes.
- **Mathew** – Has completed a wide selection of graphics that will be used, and this was shown during the meeting.
- **Eveleen**- Has completed an overall skeleton code base of the smart thief along with the floor following thief, and uploaded onto GitHub.
- **Joseph**- Has completed the code for the game class and has also started on the menu class, and upload onto GitHub.
- **James**- Has almost completed the code for the classes that is Games and cell. This was uploaded onto GitHub.
- *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. Possibly add appropriate comments to other individuals code.

Next meeting place	Date	Time	Topics of Discussion
Thursday – Y Twyni	01/12/2022	11:00	Look over one another's code, that has been uploaded onto GitHub.
Sunday – Tesco Café	04/12/2022	14:00	Look over one another's code, that has been uploaded onto GitHub.

A review of what has been completed and what needs to be done:

Task	Estimated Finish Date	To what extent has this task been completed, since the previous week
-Generate the board class. - Create graphical implementations. - Start the menu class. - Start the thief classes. - Finish saves and load, volunteered by Mathew. - Finish the items class. -Finish the game and cell class	20/11/2022 – 27/11/2022	-A board class has been completed, and is on GitHub. -Most of the graphics have been completed. - Most of the menu class has been completed - Saves and load has not been done - The item, game and cell and thief classes still needs to be finished.
-Start the Logic class. - Complete the code for Flying Assassin. - Start the saves and load	27/11/2022 - 04/12/2022	-The logic class will be started during the upcoming week.
-Fine tune the code and add comments to the code	04/12/2022 - 11/12/2022	