

Meeting Taken place	Date	Time	Persons Present
The Core	01/12/2022	11:00- 12:00	Matthew, Eveleen, Kamile, Joseph
Tesco Café	04/12/2022	14:00-15:00	Matthew, Eveleen, Kamile, Joseph

Persons missing and reason for absence:

Dev and James were missing on the 01/11/2022 and on 04/12/2022. No explanation was provided.

Review of what was discussed, decided and why on 01/12/2022 (1):

- We have set up JavaFX on visual code
- We plan to place the Code base into one single type of IDE (Visual Studio).
- Joseph has made a start on Branch Game, if James hasn't done anything.
- Mathew will be putting the implementation of the graphics on hold, in order to complete the file manager. Make sure to read the file and put information into Cell.
- Mathew will solely complete the file manager in order access the file, as based off the design.

Review of what was discussed, decided and why on 04/12/2022 (1):

- The graphics has silver and gold, thus we should change the names of the Items to as such.
- The Item class should be abstract.
- Loot should extend the Item class.
- Loot does not need to know it's position on the playing board.
- There is no need for graphics to be created for another type of clock, bomb or any loot.
- The file Manager will give Joseph 4 colours as a string of letters such as of "y,y,y,y", one block of colours at a time, that will be written and read in, line by line.
- Within the Item class, Kamile should increment the score by whatever the value of the item. This class should also take in a Boolean "isplayer" and increment or decrement.
- The Item class does not need to know if a particular square has been trespassed, this is because the board class will handle this, instead.
- All types of items should inherit from the item class, such as door.
- Mathew should write the colours as their full names, instead of using abbreviations, so that it may be more readable.
- The flying assassin will need to check if an Item is gone, in order to know if it may take one.

Progress since the previous 27/11/2022 till 04/12/2022 meeting (2):

- **Kamile-** Has uploaded a class named loot, onto GitHub
- **Mathew-** Has refined the File manager.
- **Eveleen-** Has uploaded the a thief class, onto GitHub.
- **Joseph-** Has completed a board class and has added a method to the cell class.
- **James-** Has uploaded the cell class onto GitHub.
- **Dev-** No input was given from Dev.

Actions to achieve before the 06/12/2022 meeting (3):

- **Kamile-** Restructure and finish the Item class so that it will just store information about itself, and nothing else. Finish all subsidiaries of the loot and collectables.
- **Mathew-** Finish the file manager and upload this onto GitHub.
- **Eveleen-** Finish the flying assassin and floor following thief class. Joseph and James will format both classes to work within the game class.
- **Joseph-** Finish the Logic class, and upload it onto GitHub.
- **James-** Finish implementing the methods that are within the game class. One should also add getters and setters.
- **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 uploaded some work in relation to the Item class, onto GitHub.
- **Mathew** – Has shown to have progressed with the creation of the file manager.
- **Eveleen-** Has uploaded and shown the work for the thief class.
- **Joseph-** Has uploaded the board class onto GitHub, as shown during the meetings.
- **James-** Has uploaded the cell class onto GitHub. However, James didn't attend any of the meetings this week. And Joseph has helped to implement 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. Possibly add appropriate comments to other individuals code.
- James should attend all of the planned meetings, so that we as a group may code together.

Next meeting place	Date	Time	Topics of Discussion
Tuesday- 205 Lab room	06/12/2022	13:00-15:00	Show the completed Item, Logic and thief class. Look over code
Wednesday- Zoom	07/12/2022	18:00	Look over one another's code
Thursday – The core	08/12/2022	11:00	Look over one another's code, that has been uploaded onto GitHub.
Friday- Zoom	09/12/2022	18:00	Look over one another's code
Saturday-Zoom	10/12/2022	18:00	Add comments
Sunday – Tesco Café	11/12/2022	14:00	Add comments

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

Task	Estimated Finish Date	To what extend we have improved, since the previous week
-Fine tune the code -Item class, cell class, flying assassin and logic class.	04/12/2022 - 11/12/2022	The classes Graphics, board, thief, and some of Item have been completed.

