Meeting Taken place	Date	Time	Persons Present
Thursday- Y Twyni	20/10/2022	11:00 – 14:00	Joseph, Mathew, Eveleen, Kamile
Sunday- Public Library	23/10/2022	14:00 – 15:00	Joseph, Mathew, James, Eveleen, Kamile

Persons missing and reason for absence:

- Dev Kainda and James were missing on the 20/10/2022 optional meeting.
- Dev Kainda was missing on the 23/10/2022 compulsory meeting and provided no reason for his absence.

Review of what was discussed, decided and why 20/10/2022 (1):

- The possibility and ways of calling items from the board class, as multiple classes must interact with the board class.
- We noted on paper as to how each of the classes will interact with the playing board.
- We have decided to use a 2D array of objects for the board class.
- How the thief will interact with the board class

Review of what was discussed, decided and why 23/10/2022 (1):

- We discussed that there should be one method to change the time, add or minus by 1, for the item "Clock". This is because methods should only do one thing.
- The cell will know who picked up the clock, or exploded a bomb
- Items and actions may have to be handled in a conflict class.

Progress since the previous 20/10/2022 meeting (2):

- We discussed and implemented into the CRC Cards classes, what the player class will need from the item class. This is shown in the UML Class design for the player class.
- Each individual group member was assigned with completing the CRC cards and UML Class designs.

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

• The UML class designs for the Graphics/Assassin, Player, Board and thief Have been completed by Mathew, Joseph, James and Eveleen. Kamile has completed the CRC cards for the items.

- However, the deadline for completing both has been revised to 27/10/2022.

Actions to achieve before the 27/10/2022 meeting (3):

- **_Important_**: Submit onto OneNote the CRC Cards and UML Class diagrams for the Graphics/Assassin: Mathew| Player: Joseph | Board: James | Items: Kamile | Thief: Eveleen | Menu: Dev.

Actions to achieve before the 30/10/2022 meeting (3):

- *Important:* Everybody should critique and think about any suggestions for alternations to the CRC Cards and UML Class designs.
- Further achievable actions will be discussed during the 27/10/2022 meeting.

Why members got the scores that they did:

- Kamile has completed the CRC cards for items and has shown the work during both previous meetings
- Mathew has completed his UML Class designs for the graphics and assassin. Which was presented during both meetings
- Eveleen has completed the CRC cards for the thief, as shown during the previous two meetings
- Joseph has completed his UML Class designs for the Player and submitted it onto OneNote.
- There has not been any input from Dev as to how to complete the UML class Designs nor the CRC Cards for the menu.
- James has completed his UML Class designs for the board class.
- *Dev* has not attended any of the two previous meetings this week. And no work has been shown, nor submitted.
- *Zheng* also has not attended any of the two previous meetings this week. Zheng has not contacted anybody from the group, since the start of the assignment. Thus, there has been no work shown.

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 or User class by the 27/10/2022
- Or take bullet pointed notes on as to how we may write the design document.
- Take bullet pointed notes on as to how we may improve the UML class designs and CRC cards.
- Attend both upcoming meetings.
- It would be preferable if one attends in person but may also attend via a zoom or phone call.

Next meeting place	Date	Time	Topics of Discussion
Thursday - Common room, Y Twyni	27/10/2022	11:00	Divide up workload for the partial design document.
Sunday – Café in TESCO - Oystermouth Road	30/10/2022	12:00	Alterations to the cards and UML diagrams