

# Meeting Minutes

(25/06/2021) - Friday 4pm (All members present)

- Created google docs to store work and meeting minutes
- Split up work regarding epic and user stories to be completed by weekend
- Next meeting time set

(28/06/2021) - Monday 6:30pm (All members present)

- Allocated each task
- Low-fidelity design includes pause screen, shop screen, main game screen, choosing different game mode
- UML diagram meetup on Tuesday (29-6-2021) 12:30pm-2:30pm

1/07/2021 - Thursday 4-6pm (All members present)

- Update UML diagram with correct relationships
- Work on any user stories we missed
- Add Story Points
- Complete timeline

2/07/2021 - Friday 2-3pm (All members present)

- Look over requirements and check all user stories have been covered
- Update plan to incorporate any changes
- Rename files to meet submission

6/07/2021 - Tuesday 2:30pm (All members present)

## Agenda

- How and who implement the structure, so everyone can know what variable to pass in and what to pass out.
- And how to write tests to test our specified tasks?

## Minutes

- Work on UML diagram
  - **Strategy Pattern**
  - *Observer Pattern*
  - **Composite Strategy**
- Need to get clarification on observer patterns
- Advice on support/battle radius
- Get advice on campfire and tower observer patterns.
- SupportingRadius and BattleRadius Strategies
- For the UML diagram, draft out fields and methods
  - Sameer: Entity, StaticEntity, MovingEntityState
  - Liam: Buildings
  - Roger: MovingEntity
  - Jayden:Equipment
- Add stubs and then work on testing

9/07/2021 - Friday 11:30pm (All members present)

- Add basic stubs

Person	Allocated Task (Make branch for each stub)
Jayden	Equipment
Roger	MovingEntity
Sameer	Cards/
Liam	Buildings

12/07/2021 - Mon 7pm (All members present)

Person	Allocated Task (Make branch for each stub)
Jayden	Help with buildings
Roger	runBattles()
Sameer	Allies / Implement state for character
Liam	Buildings

- Character observes inventory and updates variables if needed.
- Meeting tomorrow at 5pm

13/07/2021 - Mon 5pm (All members present)

- Discussed fighting strats for character
- Character should keep list of trancedAlly and track it
- For loop through all buildings to check if character nearby and do its necessary effects
- Meeting tomorrow at 5pm

Person	Allocated Task (Make branch for each stub)
Jayden	Shop class (list of equipment)
Roger	runBattles()
Sameer	Continue adding ally and tranced ally logic + fighting strats for character
Liam	Buildings

16/07/2021 - Friday 5:30pm (All members present)

<To-Do List>

1. UML / Assumptions / User story /

## 2. BackEnd

### 3. Testing / Coverage (should consist of both unit and integration tests)

- Character
- Enemy
- Ally
- Card
- Items (equipment, potion etc)
- Buildings
- LoopManiaWorld

## 4. FrontEnd

Backend features that aren't yet implemented in the frontend will still be awarded marks, but frontend features that don't have the backend functionality will not.

Person	Allocated Task (Make branch for each stub)
Jayden	Shop + Game Mode States + Unit Tests
Roger	runBattles()+ Enemies + Unit Tests
Sameer	Cards + equipment tests
Liam	Buildings + unit tests

### Meeting minutes

#### Things left to do:

- Character equip items
- Tranced enemies/allies
- Zombie critical bite
- Shop Different States / Game modes
- Goals

16/07/2021 - Saturday 8:00pm (All members present)

Person	Allocated Task (Make branch for each stub)
Jayden	Shop + Unit Tests
Roger	Equipment Battle Implementation + Tests for runBattles()
Sameer	Ally/Tranced Ally Tests; Random movement tests + equipment;
Liam	Buildings unit tests + Shop()

