

# CS221 - Group Project 05: Minutes of Meetings

Version: 1.3

## Meeting Details

**Reason:** Design Planning

**Date:** 12<sup>th</sup> October 2012

**Time:** 16:10 - 17:00

**Location:** Solarium

**Attendees:** Edward, Jacob, Sam, Ivan, Chris, Kit, Ollie

**Apologies:** Rich (Work)

**Minute Taker:** Sam Morrison

## Matters Arising

1. In previous meetings the group made it clear if Kit and Jacob would be okay on focusing on the 'back end' coding, with Rich and Ivan focusing on the server side coding and Rich will continue researching MySQL. Jacob suggested against using MySQL due to unneeded complexity and to serialize the list of objects into files instead, Chris should contact Rich over this.

**Action:** chs17

2. The group came up with ideas of how breeding will go ahead - as it is required to have a male and female to breed, the user with the female will get the newly bred monster\* and the owner of the male will retrieve coins. We came to the agreement to not having a separate class for different gender monsters and having a boolean to determine the monster's gender.

*\*It was also agreed that having a specified age (i.e. 5 or below) will make the monster a child. As the monster's age increases based on real time, the group felt it was necessary having a date of birth for the monster which will then increase age as real time days pass.*

3. User Account and the Monster use cases have been designed (briefly) and will be uploaded in digital format. Ed was notified that keeping the older versions of the use case/class diagrams (and other design related documents) will be helpful for referring to older versions for when it gets complicated in the future. These will be stored on the version management. Edward will create digital versions of the use cases and distribute them to the group before the next meeting.

**Action:** edd14

4. In discussion about the user account's first iterations, Jacob pointed out that having a primary key given out to the user (this will be the user's UID) will avoid any headaches when it comes to username changes (as the primary key cannot be changed). A Hashtable/HashMap will be used and will map identifying values (the usernames to the primary key) and will be indexed by username. Jacob stated: *"The User Name is used in 'front/client facing' interfaces. The address on the heap is used for most back end interfaces. The primaryKey is used for interfaces that deal with permanence (saving and loading) - where memory handles are no longer valid."*
5. In the previous meeting the group had a brief overlook of the design and thought about using link lists for the monsters. However, Jacob pointed out that it may turn out to be pointless using a link list instead of an array as we won't need the additional features that lists offer (inserting). However, the group also thought

about possible flaw of this - deletion. This was agreed to nullify the monster which will be treated as deleting it.

6. The owner of the monster will have a pointer to which it will point to the owner.

### **New Business**

1. Jacob offered to go to the standards meeting along with Ollie and Rich.
2. Further talk of having an interactive class to which we could connect to other servers, but it is needed to be arranged with other groups in the standards meeting.

### **Any Other Business**

1. Due to the Delphinium being busy on this meeting slot, we did this meeting in the Solarium. If the solarium is free at this time each Friday, the meeting will take place there.

### **Document History**

Version	Date	Changes made to document	Changed by
1	12 <sup>th</sup> October 2012	N/A	N/A
1.1	13 <sup>th</sup> October 2012	Correction in primary key choice description	sjm16
1.2	16 <sup>th</sup> October 2012	Template layout update	sjm16
1.3	18 <sup>th</sup> October 2012	Additional template layout update	sjm16