COMP2511 meeting minutes

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| Location: | Online |
| Date: | 7/13/2021 |
| Time: | 13:00 – 17:00 AEST |
| Attendees: | All |

# Agenda items

1. Discuss about the progress we made during the past week:
2. Discuss about the whole design of the backend
3. Discuss about the cards and buildings
4. Discuss about the enemies and items

Outcomes

1.The progress we just made during the past week:

* Wendy: MVP of the enemies and battle
* Selina: MVP of the cards and buildings
* Channing: MVP of the character
* Bunny: MVP of the frontend

2. The whole design of the backend :

* Progressively finish each part of the loopmania world
* From static entities to moving entities
* Divide tasks to different people

3. Cards and buildings:

* Check the position is correct or not(the frontend will return a position)
* Check the type of the card and then convert it into corresponding buildings(check the path type)

4.(1)basic enemies:

* Check the type of the basic enemies, define support radius and battle radius
* Check the effects of the buildings to the battle
* Check the allied soldier

(2) items:

* Classify them into three categories: weapon,defense and others
* Static entity

# Actions

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| --- | --- | --- |
| Task | Allocation | Due date |
| Correct methods in the backend for buildings and cards | Suiyue Jiang | 15/7 Thursday |
| Create helper functions for random | Weiqiang Zhuang | 15/7 Thursday |
| Implement methods in the backend for items and enemies | Wenyao Chen | 15/7 Thursday |
| Implement part of the methods for cards and buildings in the frontend | Ao Dong | 15/7 Thursday |