COMP2511 meeting minutes

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| Location: | Online |
| Date: | 7/15/2021 |
| Time: | 13:00 – 17:00 AEST |
| Attendees: | All |

# Agenda items

* Discuss about the progress we made during the past week:
* Discuss about the battle procedure
* Discuss about the helper function
* Discuss about the random functions

Outcomes

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

* Wendy: methods in the backend for items and enemies
* Selina: methods in the backend for buildings and cards
* Channing: helper functions for random
* Bunny: part of the methods for cards and buildings in the frontend

2. The battle procedure :

* Considering the case about the traced allied solider
* Zombie and vampire castle-> a new list to keep track of the soldier
* Collected the defeated enemies

3. Random function:

* Use the seed function to check
* Need to correct the amount of the gold and the health potion
* Check if an item/enemy can be put onto a certain place by updating a world map

4. Helper functions:

* Put them all together into an util class
* BattleHelper/RandomHelper/CardHelper

# Actions

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| Task | Allocation | Due date |
| Improve the coverage of the tests for cards,buildings and integration | Suiyue Jiang | 17/7 Saturday |
| Improve the coverage of the tests for random, move and integration | Weiqiang Zhuang | 17/7 Saturday |
| Improve the coverage of the tests for items and basic enemies | Wenyao Chen | 17/7 Saturday |
| Implement controller in the frontend | Ao Dong | 17/7 Saturday |