COMP2511 meeting minutes

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| Location: | Online |
| Date: | 7/18/2021 |
| Time: | 13:00 – 17:00 AEST |
| Attendees: | All |

# Agenda items

* Discuss about the progress we made during the past week:
* Discuss about the frontend
* Discuss about updating the map

Outcomes

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

* Wendy: Improve the coverage of the tests for items and basic enemies
* Selina: Improve the coverage of the tests for cards,buildings and integration
* Channing: Improve the coverage of the tests for random, move and integration
* Bunny: Implement controller in the frontend

2. Frontend:

* Cards and buildings:
  + Can place card: building position and card position
  + Herocastle: Adjusting buying price/selling price-> pass the mode
  + Update the buildings position when placing a card
* Items:
  + Buy enough health potion
  + Helmet’s defense is too high->adjust it
  + Gold is too much on the ground
* Basic enemies:
  + Vampire is too hard to defeat->decrease the attack
  + Slugs are too many-> decrease the amount
  + Tower building is too strong-> decrease the attack
* Character:
  + Too slow->adjust the game speed

# Actions

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| Task | Allocation | Due date |
| UML Diagram+ assumptions  Corrected the herocastle tests | Suiyue Jiang | 18/7 Sunday |
| Improve the coverage of the tests for loopmaniaworld and corrected functions for random and enum | Weiqiang Zhuang | 18/7 Sunday |
| Corrected some battle functions, UML diagram and assumptions | Wenyao Chen | 18/7 Sunday |
| Connected the backend to the frontend | Ao Dong | 18/7 Sunday |