**CSE 335: Team Meeting Report**

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| **Meeting Date & Time:** | 2/17 2:30PM- 11:00pm |
| **Meeting Location:** | Engineering Building 3353 |
| **Team Member 1 Full Name** | Lin JiaChen |
| **Contribution of Team Member 1:**  **Game.h:**  Find out the method to split the string to different parts  **Character.h:**  The required type variable in the Character class and the print() function designed to be overrided.  **Small.h:**  The class to create the small sized character and override the small character’s special which is Isequiped.  **Medium.h:**  The class to create the medium sized character and override the medium character’s special which is weapon  **UML.pdf:**  The idea of the relationships between different classes. | |
| **Team Member 2 Full Name** | Wang Yue |
| **Contribution of Team Member 2:**  **CharacterFactory.h:**  Create the character designed to obtain the data from the Game.h file and provide createCharacter method for future use  **SmallFactory.h:**  Get the variables from Game.h and instantiate the Small object and override the createCharacter in CharacterFactory.  **MediumFactory.h:**  Get the variables from Game.h and instantiate the Medium object and override the createCharacter in CharacterFactory.  **UML.pdf:**  The idea of the classes should have in the UML | |