**CSE 335: Team Meeting Report**

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| **Meeting Date & Time:** | 2/20 4:30PM-10:00pm |
| **Meeting Location:** | Engineering Building 3353 |
| **Team Member 1 Full Name** | Lin JiaChen |
| **Contribution of Team Member 1:**  **Game.h:**  Function createsisters () which is mainly designed to cut the whole line from the file into “Name, size, weight, speed, etc.” and saved into a vector<Character\* > for create the new character.  **Big.h:**  The class to create the big sized character and override the big character’s special which is skill  **UML.pdf:**  The slight change of idea of the relationships between different classes. | |
| **Team Member 2 Full Name** | Wang Yue |
| **Contribution of Team Member 2:**  **BigFactory.h**  Get the variables from Game.h and instantiate the Big object and override the createCharacter in CharacterFactory.  **Game.h:**  sort method in Game.h to achieve the functions to sort the sisters by name, race, speed and hair. Pointing to the sis vector and point to each of the character in the sis and sort them by bubble sort.  **UML.pdf:**  The slight change of idea of the classes should have in the UML | |