

Meeting Minutes

Note: Action Item IDs are formatted as "taskNo + ' ' + draftNo"

25/06/21

Present: All

Summary:

- Designation of initial drafts for each task

Action Items:

ID	Action Item	Owner	Deadline
3.2_1	Requirements Analysis - Draft #1	Frank Su	30/06/21
3.3_1	Agile Project Management - Draft #1	Elijah Lee	30/06/21
3.4_1	UML Design - Draft #1	Owen Tang	30/06/21
3.6_1	Low-fidelity UI Design - Draft #1	Nathan Cao	30/06/21

27/06/21

Present: All

Summary:

- Examination of reference project behaviour
- Major assumptions on critical aspects of the project made
- Low scale restructuring of epics and relevant user stories
- Discussion of creating a new epic for the UI

Action Items:

ID	Action Item	Owner	Deadline
3.2_1	Requirements Analysis - Draft #1	Frank Su	30/06/21
3.3_1	Agile Project Management - Draft #1	Elijah Lee	30/06/21
3.4_1	UML Design - Draft #1	Owen Tang	30/06/21
3.6_1	Low-fidelity UI Design - Draft #1	Nathan Cao	30/06/21

30/06/21

Present: All

Summary:

- An issue arose in the UML regarding controller/loader file
- Discussed functionality of cards within the game
- Discussion of project progress and assignment of milestone 2 tasks

Action Items:

ID	Action Item	Owner	Deadline
3.2_1	Requirements Analysis - Draft #1	Frank Su	30/06/21
3.3_1	Agile Project Management - Draft #1	Elijah Lee	30/06/21
3.4_1	UML Design - Draft #1	Owen Tang	30/06/21
3.6_1	Low-fidelity UI Design - Draft #1	Nathan Cao	30/06/21

Milestone 2 Meeting Minutes

11/07/21

Present: All

Summary:

- Discussion for milestone 2, reallocation of tasks
- Discussion of implementation of design patterns.
- Clarifications of UML, assumptions and object behaviours

Action Items:

ID	Action Item	Owner	Deadline
3.2_1	Testing - Enemies	Elijah Lee	14/07/21
3.3_1	Testing - Buildings	Owen Tang	14/07/21
3.4_1	Testing - Items	Frank Su	14/07/21
3.6_1	Backend - Enemies	Elijah Lee	14/07/21
3.7_1	Backend - Building	Owen Tang	16/07/21
3.8_1	Backend - Items	Frank Su	16/07/21
3.9_1	Backend - Cards (TBD)	--	-
3.10_1	Front End Scene Builder	Nathan Cao	15/07/21
3.10_2	Backend - Controller	Nathan Cao	18/07/21

16/07/21

Present: All

Summary:

- Post Week Lab discussion
- Discussion of current progression
- Elijah - Most tests written for enemies, started implementation
- Owen - All tests written for buildings, nearly finished implementation
- Frank - Most tests written for Items and Cards, started implementation
- Nathan - Some progress made on FXML files, in progress understanding controller classes
- Made clarifications of UML and relationships between cards, items and front end

Action Items:

ID	Action Item	Owner	Deadline
3.6_1	Implementation- Enemies	Elijah Lee	18/07/21
3.7_1	Implementation- Buildings	Owen Tang	18/07/21
3.8_1	Implementation- Items	Frank Su	18/07/21
3.9_1	Implementation- Cards	Elijah Lee	18/07/21
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3.10_1	Front End Scene Builder	Nathan Cao	18/07/21
3.10_2	Backend - Controller	Nathan Cao	18/07/21

17/07/21

Present: All

Summary:

- Progress check with collaborative discussion on progress
- Elijah - Nearly done for implementation of enemies, working on interactions for enemies
- Owen - Nearly done with implementations, need to implement building-character interactions
- Frank - Progress made with implementation of cards and items, need to fill LoopManiaWorld.java functions so that it can be connected to controller classes
- Nathan - Progress made on scenebuilder design, need to connect all LoopManiaWorld.java functions and work on draggable effects
- UML updated

Action Items:

ID	Action Item	Owner	Deadline
3.6_1	Implementation- Enemies	Elijah Lee	18/07/21
3.7_1	Implementation- Buildings	Owen Tang	18/07/21
3.8_1	Implementation- Items	Frank Su	18/07/21
3.9_1	Implementation- Cards	Elijah Lee	18/07/21
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3.10_1	Front End Scene Builder	Nathan Cao	18/07/21
3.10_2	Backend - Controller	Nathan Cao	18/07/21

Milestone 3 Meeting Minutes

23/07/21

Present: All

Summary:

- Discussion during lab 08 about evolution of requirements and extensions for milestone 3
- Progress update check made on what was completed in milestone 2 and what was unfinished
- Elijah - To reimplement battle manager, critical attack behaviour and equipment behaviour, to implement new enemies
- Owen - To implement new goals and shop
- Frank - To update user stories and acceptance requirements for milestone 3, to implement new items
- Nathan - To fix controller connection to building/cards, items, equipment, and to create screens for menu, shop, battles, win/lose
- UML to be updated by all

Action Items:

ID	Action Item	Owner	Deadline
5.1	Implementation- Enemies / Battles (Behaviour)	Elijah Lee	01/08/21
5.2	Implementation- Goals	Owen Tang	01/08/21
5.3	Implementation- Shop	Owen Tang	01/08/21
5.4	Implementation- Items	Frank Su	01/08/21
5.5	Implementation- Cards	Elijah Lee	01/08/21
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5.10_1	Implementation- Front-end card/building functionality	Nathan Cao	01/08/21
5.10_2	Implementation- Front-end equipment functionality	Nathan Cao	01/08/21
5.10_3	Implementation- Front-end battle functionality	Nathan Cao	01/08/21
5.11	Menu Design- Main menu, Shop, Battles, Win/Lose screen	Nathan Cao	01/08/21

30/07/21

Present: All

Summary:

- Discussion during lab 09 on progress updates and integration required between implementations
- Elijah - To continue implementing battle manager, critical attack behaviour with new items made by Frank
- Owen - To update requirements of menu required by shop and interaction of goals with other classes
- Frank - To work with Elijah on item behaviour and battles
- Nathan - To work on Front-end controller functionality such as equipment, have screens ready for win/lose, and a shop screen

Action Items:

ID	Action Item	Owner	Deadline
5.1	Implementation- Enemies / Battles (Behaviour)	Elijah Lee	01/08/21
5.2	Implementation- Goals	Owen Tang	01/08/21
5.3	Implementation- Shop	Owen Tang	01/08/21
5.4	Implementation- Items	Frank Su	01/08/21
5.5	Implementation- Cards	Elijah Lee	01/08/21
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5.10_1	Implementation- Front-end card/building functionality	Nathan Cao	01/08/21
5.10_2	Implementation- Front-end equipment functionality	Nathan Cao	01/08/21
5.10_3	Implementation- Front-end battle functionality	Nathan Cao	01/08/21
5.11	Menu Design- Main menu, Shop, Battles, Win/Lose screen	Nathan Cao	01/08/21

31/07/21

Present: All

Summary:

- Saturday update on progress completion
- Elijah - Redid battle manager logic to account for individual attacks/crits, working on it3 requirements (bosses)
- Owen - Implemented goals including reading from the json, composites and complex goals, refactored buildings spawning so that spawned mob are loaded in the world frontend, also finished testing for all goals and coverage tests
- Frank - Implement features leftover from milestone 2. Change old code to work with any refactoring done. Finalise some new features introduced in milestone 3.
- Nathan - Continue front-end development and finalise screens for submission, implement bosses onLoad methods

Action Items:

ID	Action Item	Owner	Deadline
5.1	Implementation- Bosses and Block Behaviour	Elijah Lee	01/08/21
5.2	Implementation- Goals	Owen Tang	01/08/21
5.3	Implementation- Shop	Owen Tang	01/08/21
5.4	Implementation- Items	Frank Su	01/08/21
5.5	Implementation- Cards	Elijah Lee	01/08/21

5.10_1	--	--	--
5.10_2	Implementation- Front-end card/building functionality	Nathan Cao	01/08/21
5.10_3	Implementation- Front-end equipment functionality	Nathan Cao	01/08/21
5.11	Implementation- Front-end battle functionality	Nathan Cao	01/08/21
	Menu Design- Main menu, Shop, Battles, Win/Lose screen	Nathan Cao	01/08/21