Agenda - 1: Weekly Meeting Date

Division of Labor for This Week:

Assignment 1	Brainstorm	Draft	Elaboration	Revision	Final
A. Logical Architecture	Team	Tahir	Tahir	Tahir	Team
B. SSDs and Communication Diagrams	Team	Ferhan, Eren	Ferhan, Eren	Ferhan, Eren	Team
C. UML Class Diagram	Team	Tahir	Tahir, Umut	Tahir, Umut	Team
D. Design Applications	Team	Anıl	Anıl	Anıl	Team
E. Partially Running Code		Umut	Umut	Umut, Tahir	

Plan for Next Week:

We are planning to work on:

1. Implementing the Controller pattern for the key use cases.
2. Completing missing class methods based on interaction diagrams.
3. Integrating the Model-View Separation principle into the current code.

We will have a draft of:

- Fully implemented classes reflecting class diagrams.

We will finish:

- Demo functionalities including Hero movement, Monsters spawning/acting, and object interactions during Building Mode.

Assessment of Success:

We were planning to complete:

1. Logical architecture diagrams.
2. SSDs and communication diagrams.
3. Partial implementation of core functionalities.

We accomplished:

- Logical architecture UML diagrams, SSDs, communication diagrams, and partially running code as planned.

Few topics needing clarification:

- Detailed rules for Monsters' acting logic.
- Specifics of object interaction behaviors.

Parts left to update:

- Some methods for use cases.
- Refining the Controller and Factory patterns in code.

Open Issues & Questions:

- How to handle conflicts between Model-View separation and Controller pattern?
- What is the best way to implement a Singleton or Observer pattern for monsters?
- How should we ensure proper use of GRASP patterns in method delegation?