2021-11-13 Meeting Notes

Date

13 Nov 2021 9pm-10:30pm

Participants

- Avocado (@ Gabriel Ting   @ Andrew Xie   @ Prayag Rawat   @ William Feng   @ amandaliu120)

Goals

- Final stages of milestone 3 - what to do before submission

Discussion Topics

Item	Notes
Progress Updates	- All tests are working - Time travel now works, but causing coverage to decrease need to write additional tests for gameloader and entity factory - Bug with rewind tick - need to do persistence - However, the current master is stable with time travel implemented - Keep track of initial goal string to avoid bugs with time travel - Spider tests are still failing - Create some JSON maps with entities for testing

Action items

- ☐ Check TODOs comment in project @ Gabriel Ting
- ☐ Testing (double check the provided milestone 2 autotests) and coverage (total >= 85%) Avocado (@ William Feng   @ Andrew Xie   @ Gabriel Ting   @ Prayag Rawat   @ amandaliu120)
- ☐ Finalise UML Diagram and upload to repo Avocado (@ William Feng   @ Andrew Xie   @ Gabriel Ting   @ Prayag Rawat   @ amandaliu120)
- ☐ Format and simplify code @ Andrew Xie
    - ☐ Update Character references to Player (getCharacter getPlayer; characterTest playerTest)
- ☐ All minutes / taskboard
- ☐ Random spawning of Mercenary and Assassin @ William Feng
- ☐ Assumptions (include more, format and finalise)
- ☐ Roadmap
- ☐ Test style (moving to separate methods, static methods etc.)
- ☐ Player dead empty goal string frontend thinks "game won" @ Gabriel Ting
    - ☐ Store original goal string, return that as default instead
- ☐ JSON dungeons for all entities
- ☐ SpiderState Persistence

Decisions

Next Meeting: Sunday 3pm