

2021-10-20 Meeting notes

Date

20 Oct 2021 11pm - 3am

Participants

- @ Andrew Xie
- @ amandaliu120

Goals

- Questions

Discussion topics

Item	Notes
Interesting forum posts	<p>Interesting forum posts</p> <p>https://edstem.org/au/courses/7065/discussion/642437</p> <p>https://edstem.org/au/courses/7065/discussion/643506</p> <p>I think this answers the question "Specification does not specify the number of dungeons required for each game. Looking at the frontend it seems that there is only one dungeon per game."</p> <p>https://edstem.org/au/courses/7065/discussion/643763</p> <p>https://edstem.org/au/courses/7065/discussion/643947</p> <p>https://edstem.org/au/courses/7065/discussion/643993</p> <p>Penghui asked a good question, can collectable items be collected by mercenaries or zombies? Because if they can, mercenaries should be a type of character?</p> <p>https://edstem.org/au/courses/7065/discussion/644429</p> <p>We need to add armoured state for mercenaries.</p> <p>https://edstem.org/au/courses/7065/discussion/645072</p> <p>https://edstem.org/au/courses/7065/discussion/645484</p> <p>https://edstem.org/au/courses/7065/discussion/646439</p>
Spider Spawn Rate	Frontend - every 30 ticks
EntityState	Mercenary and zombies can also have armour
Potions (invincibility, invisibility)	Not stored in inventory - not collectable, but interactable and changes CharacterState
CharacterState	<p>Could have multiple states at the same - separate store for each state?</p> <ul style="list-style-type: none">• e.g. character has armourState, invisibleState, invincibleState etc.

Action items



☐ @ amandaliu120 message group about test driven development

☐ @ Andrew Xie @ amandaliu120 finalise UML (unified)

☐

Decisions



Decide on maximum number of spiders (at least 4) as a group - Avocado (@ Andrew Xie @ Gabriel Ting @ Prayag Rawat

@ William Feng @ amandaliu120) next meeting