

2021-10-22 Meeting notes

Date

22 Oct 2021 11pm - 12am

Participants

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

Goals

- More discussions about UML diagram after creating the initial (stub) functions

Discussion topics

Item	Notes
<ul style="list-style-type: none">Updates to the UML design	<ul style="list-style-type: none">Use a composite pattern for the goals<ul style="list-style-type: none">Goals with 'and' are leaf goals and goals with 'or' are composite goalsFor composite goals, if one of the subgoals are completed, the whole goal is considered completedExit, ToggleSwitch, DestroyEnemies, CollectTreasure are all goals that inherit the GoalLeaf class3D array for the Dungeon class (for the map?)<ul style="list-style-type: none">This is because each cell can have multiple objects on itAlternatively, we can use a 2D array with an ArrayList on eachBoulder to implement Movable interface, character/enemies (all other movable entities) to implement Movement interfaceNeed to further consider battle interface (Just have the enemies and character class both implementing it)Factory pattern for the JSON
Assumptions	<ul style="list-style-type: none">Character can only have 1 state at once (assumption)Cannot have 3 entities on top of each other

Action items

- ☐ @ Andrew Xie @ amandaliu120 Game, Dungeon, Game mode, Goal, Controller
- ☐ @ Prayag Rawat Character, Enemies
- ☐ @ William Feng @ Gabriel Ting Static/Moving/Collectable/Buildable Entities

Formatter

<https://github.com/jhipster/prettier-java>

- yarn global add prettier prettier-plugin-java
- vscode marketplace extension: Java prettier formatter

Decisions

- Avocado (@ William Feng @ Andrew Xie @ Gabriel Ting @ Prayag Rawat @ amandaliu120) Test-driven development (write tests before code)
- Majority of testing to be done by next meeting on Tuesday 10-12am