

2021-11-10

Date

07 Nov 2021 10pm-11pm

Participants

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

Goals

- Stand-ups
- Discussion deliverables from last meeting
- Discussion current failing tests

Discussion Topics

Item	Notes
Progress Updates <ul style="list-style-type: none">• Wrote tests for new features• All deliverables from last meeting due to be completed by Friday	<ul style="list-style-type: none">• Andrew - Worked on frontend, wrote up UI features and added extra bonus features including music stream and languages, as well as reading about logic switches.• William - Fixed up existing broken tests. Wrote assassin tests and spectre tests. Implemented spectre.• Gabriel - Worked on the path finding algorithms and implemented swamp tiles, as well as corresponding tests.• Prayag - Wrote tests for hydra and anduril, as well as implemented both. Added some extra character integration tests and cleaned up code in the battle method.• Amanda - Wrote tests for maze generation and implemented a maze generation algorithm using bfs.
Issues fixed	<ul style="list-style-type: none">• Ensured that zombie cannot walk onto a spawner and destroy it.• When gradle builds/compiles the app, its tests used a different dungeon resources JSON file in comparison to when tests are normally run. This caused multiple tests on gradle to fail.
Current issues	<ul style="list-style-type: none">• Current coverage 77% - need to improve as some files e.g. entity factory cannot be tested.• Gabriel is currently changing battle so that each moving Entity calls the player's battle method instead of the entire battle occurring in the player's method. This <i>should</i> fix up the issue where player and entity land on the same spot but don't battle.• Possible concurrency issue with entities removing themselves during a tick (entity is ticked from Game.java, but it removes it self).• An exception should be thrown when a player tries to destroy a spawner without a sword in its inventory.• The test in M2 "Testing mercenaries spawn with armour" is vague - do the effects of armour apply to the mercenary or do they simply drop it as according to the spec: "Some mercenaries have armour, which the character can take if they defeat a mercenary in a battle."?• Change getCharacter() to getPlayer() & rename CharacterTest.java to PlayerTest.java.

Action items

- ☐ Avocado (@ William Feng @ Andrew Xie @ Gabriel Ting @ Prayag Rawat @ amandaliu120) Next meeting: Friday 8pm
- ☐ Continue to complete deliverables from last meeting by Friday
- ☐ Fix UML and add JavaDoc
- ☐ Ensure coverage higher than 85%

