2021-10-30 Meeting Notes

Participants

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

Goals

Discussion Topics

Item	Notes
Clarification	- get rid of game class? - redundant as it only contains mode - dungeonclass could become too large - there should be a tick method in dungeon - rename arrows to arrow - Entity Response have a type and that type is specified using a prefix - e.g. boulder_1 - expects a boulder type - JSON prefix tells us the type - Assumption: bombs can explode other bombs - Goals - Treasure goal- ensure there is no treasure - Buildable - isBuildable and craft should be static methods - Tick also moves enemies and not just the character - Tick should loop through all entities and update everything accordingly - Method forward tick, build and interact to dungeon class - Tick enemy before ticking character
Next meeting time	- Tomorrow we finalise the project - Meet at 3:00pm
To do	- Move new Json dungeons into resources folder from test/resource folder - Should we replace advanced with advanced-2? - Layering - we can hardcode a z index - z index is unique - entities have default index - Rename exit goal to ExitCondition to get rid of name conflicts - Assign a person to implement one_ring - Attach zombies and mercenary to player - observer pattern - They need to know when to run away from the player - Spiders do not need to be attached

Action items

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