Meeting Minutes - F13B_CAULDRON

Meeting Minutes recorded at:

https://docs.google.com/document/d/1UHa59vGM16JHJ3_nFb37OQoF5bEkVTdzg5Gzrpv0eEY/edit?usp=sharing

22/06/2021 Week 4 Wednesday

Time: 8:30pm

Attendees: Yuanpeng Lu, Guangye Li, Sixiao Li

Discussed topics:

1. Read through Project spec
2. Discussed workload and summarised questions to ask on Friday project check with tutor.
3. Scheduled next meeting on Saturday to do starter code reading and further discussion.

Action list:

- Read starter code
- Read starter code explanation

26/06/2021 Week 4 Saturday

Time: 6:00pm

Attendees: Yuanpeng Lu, Guangye Li, Sixiao Li

Discussed topics:

1. Read through Starter code and understand the scope of the project
2. Discuss and decide on a list of tasks to not implement due to the lack of a team member and notify the tutor.
3. Start generating an UML graph as a team then assign this task to one of the team members to continue, expected to be finished by the next check in meeting.
4. Discuss the frontend design and assign this task to one of the members to continue, expected to be finished by the next check in meeting.
5. Discuss the schedule for possible short meetings when there's problems that need to be discussed before continuing.
6. Discuss epic stories and assign user story writing tasks to one of the team members.
7. Discuss how assumptions needed to be filled out. Pushed to gitlab to avoid duplication.

Action list:

- Attend scheduled meeting
- Complete assigned job before Thursday

30/06/2021 Week 5 Thursday

Time: 8:00pm

Attendees: Yuanpeng Lu, Guangye Li, Sixiao Li

Discussed topics:

1. Checked in all works that have been done in the last few days.
2. Discussed assumptions.
3. Discussed UI design.

Action list:

- Scheduled meeting tomorrow to prepare for submission.
- Finish off the assigned job.

02/07/2021 Week 5 Friday

Time: 1:00pm
Attendees: Yuanpeng Lu, Guangye Li, Sixiao Li
Discussed topics:
1. Finish off all work for Milestone 1.
2. Reviewed all work done by all team mates.
3. Fixed work based on suggestions from Braedon.
Action list:
- Scheduled meeting Sunday night to prepare for Milestone 2.

07/07/2021 Week 6 Wednesday
Time: 6:00pm
Attendees: Yuanpeng Lu, Guangye Li, Sixiao Li
Discussed topics:
1. UML discussion. usage of pattern and code design.
2. Starter code review and discussion.
3. Tasks assignment and planning discussion.
Action list:
- Test for all aspects
- moving entity(character and slug) -- Ethan
- equipment and items(gold, armour, sword) -- Peter
- card and buildings -- Sophia
- Shop backend and UI -- Peter
- startTimer -> check the position of the character and apply changes for each step
- Overall UI
- Scheduled meeting Sunday night, finish all tests and basic implementation to prepare for more collaboration work.

11/07/2021 Week 6 Sunday
Time: 7:30pm
Attendees: Yuanpeng Lu, Guangye Li, Sixiao Li
Discussed topics:
1. Solve problems that occured
2. Went through changes and update the team with what have been done for milestone 2.
3. Plan next step for Milestone 2
Action list:
- Finish items - Peter
- Finish moving entity - Ethan
- Mode change and other frontend work - Sophia
- Next meeting and coding mob sessions

14/07/2021 Week 7 Wednesday
Time: 5:30pm
Attendees: Yuanpeng Lu, Guangye Li, Sixiao Li
Discussed topics:
1. Items code discussion and pair coding
Action list:
- Continue testing and implementing M2 backend

15/07/2021 Week 7 Thursday

Time: 8:00pm
Attendees: Yuanpeng Lu, Guangye Li, Sixiao Li
Discussed topics:
1. Battle radius design discussion
Action list:
- Continue testing and implementing M2 backend

16/07/2021 Week 7 Friday
Time: 7:00pm
Attendees: Yuanpeng Lu, Guangye Li, Sixiao Li
Discussed topics:
1. Reviewed feedback from project check in.
2. Planned work for the last weekend before M2 due date.
3. Merged building and card to master
4. Pair coding to pick up on bugs
Action list:
- Finish work on Item - Peter
- Finish work on Moving entities and battle - Ethan
- Finish work on health potion, gold and building properties - Sophia
- Goals
- Allied Soldier
- Battle with items equipped
- UI

17/07/2021 Week 7 Saturday
Time: 9:30 am - 12:00pm
Attendees: Yuanpeng Lu, Guangye Li, Sixiao Li
Discussed topics:
1. Team worked on coding via discord
2. Merge most code into master
3. Testing and coverage
4. Plan for remaining work
Action list:
- Finish work on Item - Peter
- Finish work on Moving entities and battle - Ethan
- Finished work on health potion, gold and building properties - Sophia
- Goals
- Continue on Allied Soldier - Ethan
- Battle with items equipped - Peter and Ethan
- Testing and coverage

18/07/2021 Week 7 Sunday
Time: 9:30 am - 12:00pm
Attendees: Yuanpeng Lu, Guangye Li, Sixiao Li
Discussed topics:
1. Team worked on coding via discord
2. Merged more code into master
3. Test and coverage

4. State pattern for weapon
5. Composite pattern for goals
6. UML

Action list:
- Prepare for Milestone 3
- Prepare for Milestone 2 check in on Friday

23/07/2021 Week 8 Sunday
Time: 4:00 am - 17:30pm
Attendees: Yuanpeng Lu, Guangye Li, Sixiao Li
Discussed topics:
1. Review on project check in
2. Plan for milestone 3 work
3. Record thoughts on extensions and boss

Action list:
- Refactor m2 code
- New user story

30/07/2021 Week 9 Friday
Time: 2:00 pm - 9:30pm
Attendees: Yuanpeng Lu, Guangye Li, Sixiao Li
Discussed topics:
1. Discussed feedback given on character attack method, moved attack into weapon.
2. Discussed protective gear refactoring to a more sensible format.

Action list:
- Finish battle related work
- Start working on Bosses

31/07/2021 Week 9 Saturday
Time: 1:00 pm - 2:30am
Attendees: Yuanpeng Lu, Guangye Li, Sixiao Li
Discussed topics:
1. Sound effect
2. New Bosses
3. Protective gear
4. Weapon

Action list:
- More Extension work

01/08/2021 Week 9 Sunday
Time: 2:00 pm - 9:30pm
Attendees: Guangye Li, Sixiao Li
Discussed topics:
1. Test and coverage
2. Refine all documents
3. Extension and design pattern

Action list:
- Good luck for the final exam and enjoy your life!