

TIME/DATE: 4:20pm 21st July 2021

LOCATION: TEAMS

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Angeni

**AGENDA:**

- Go through Milestone 3 spec together and make plans

**MINUTES:**

- Additional requirements look doable
- We will have to finish up stuff from Milestone 2 first
  - Ethan will work on fixing battle and implementing Allied Soldier
  - Angeni will finish campfire and fix enemy movement and also stop stuff from being built on top of each other
- Ideas for extension
  - Sound effects for collecting items, battling, spending money etc
  - Allied soldiers following the character around
  - Background music
  - Main menu can look nicer
  - NPC villagers spawn next to the tile and when the character passes next to it, a window opens up for the user to pick an item to gain

**ACTION ITEMS:**

TIME/DATE: 5:00pm 28th July 2021

LOCATION: TEAMS

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Angeni

### **AGENDA:**

- Update on what we've done
- Get feedback

### **MINUTES:**

- Feedback from Simon
  - Needed assumptions updated as we went
  - Better commit messages
  - Get rid of the item type interfaces
  - Get rid of frontend elements from the backend - SimpleIntegerProperty and render Image
  - Tests need to be more clear
  - Test coverage needs to be improved
- Updates
  - Hayley - implemented milestone 3 items
  - Jasmin - looked at adding music
  - Ethan - added nice Pokemon graphics to battles, cleaned up some bugs
  - Angeni - finished move and campfire implementation, added some tests and currently fixing bugs
- Still to do
  - Boss behaviour - Ethan
  - Fix some bugs
  - Make user stories for this milestone

### **ACTION ITEMS:**

- Thursday - make user stories
- Start using commit convention
  - Fix: what the fix was
  - Feat: what the new feature is

TIME/DATE: 6:00pm 29th July 2021

LOCATION: TEAMS

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Jasmin

**AGENDA:**

- Update on what we've done
- Allocate what else there is to do

**MINUTES:**

- Meeting tomorrow to reallocate
- Angeni is working on campfires - fixing bug
- Hayley is working doggie coin
- Ethan doing one ring
- Need to do user stories
- Extension ideas:
  - Allied soldier following the character around
  - Little dude that gives you advice
  - Potion that makes a character move in reverse
  - Choosing your map
  - Have a villager that when you pass them, then have a pop up slot machine - 3 images - if you land on the same one then you get that one
  - Music and sound fx
- Change it so that slugs drop all kinds of cards so that the player can have the experience of fighting different characters

**ACTION ITEMS:**

- Add changes to item drops and support radius to assumptions.md
- Angeni - fix campfires and write tons of tests. Also fix font and remove item type interfaces
- Meet tomorrow to write user stories

TIME/DATE: 11:30am 30th July 2021

LOCATION: TEAMS

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Angeni

**AGENDA:**

- User stories

**MINUTES:**

- Angeni just got access to OpenAI - surely we use it to make the villager talk to us
- Do user stories - just epics, then do individual user stories for your own feature
- Watch the 100m free

**ACTION ITEMS:**

- Do your user stories
- Create tests before making new classes

TIME/DATE: 5:30pm 31st July 2021

LOCATION: TEAMS

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Angeni

**AGENDA:**

- Report back on progress

**MINUTES:**

- Ethan - fixed Staff and Stake behaviour, bosses working. Will implement Allied Soldiers following Character around
- Jasmin - got music and sound effects working
- Hayley - DoggieCoin value fluctuates correctly. Will do more testing
- Angeni - fixed font and other cleaning up of redundant classes, moved rendering out of backend. Will work on NPC slot machine

**ACTION ITEMS:**

- Do your user stories
- Ethan - Allied Soldiers following Character
- Angeni - NPC slot machine

TIME/DATE: 6:00pm 1st August 2021

LOCATION: TEAMS

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Angeni

**AGENDA:**

- Report back on progress
- Figure out last things to do

**MINUTES:**

- Still to do
  - User stories
  - Write up new features in the markdown document
  - Write up any assumptions needed
  - Go over UML
  - Up coverage - gameModes, Goals
  - Double check that all the battle radii/support radii are ok
  - Set initial load cards
  - Meeting minutes
- Stuff done
  - Map selection
  - Music and effects
  - NPC bringing up a slot machine
  - Allied soldier following character

**ACTION ITEMS:**

- Ethan - go over UML
- Jasmin - upload meeting minutes
- Angeni - fix up implementation details and make them match with assumptions
- Everyone - write up features
- Next meeting - 8am tomorrow