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## MEETING

TIME/DATE: 10:00am 6th July 2021

LOCATION: Zoom

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Ethan

### AGENDA:

- What progress has been made
- Skeleton Code for Milestone 2
- Delegate the rest of the work

### MINUTES:

- Hayley explains the updated UML diagram, to inform how we should start writing code.
- Angeni begins writing the skeleton code for the classes present in the UML diagram.
  - We discuss changes that need to be made to the UML diagram.
- We discuss how we should go about starting to work on milestone 2
  - Agree that writing a test together, then adding methods to the UML diagram is the best way to start.
- Agree to meet tomorrow, to add methods to the UML, then to write tests whilst peer programming.

### ACTION ITEMS:

- **Everyone** - Meet tomorrow to add methods to UML and write a test (peer programming)

## MEETING

TIME/DATE: 3pm 8th July 2021

LOCATION: Zoom

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Jasmin

### AGENDA:

- Add methods to code skeleton and UML
- Write basic tests

### MINUTES:

- Scratched inventory as a class - list of into each character
- Merged list of classes into a development branch
- Character has equippedItem
  - Item needs a x,y coordinate
    - For UI
    - Drag and remove
  - Each item has a checker if it can be added in equipped item
- Remove EquipItemStrategy
  - Instead get bonus method in equipable item
- Generalise addEquiptedSword to addEquiptedItem
- Remove item from inventory - is its own thing in character - so we don't have a double up
- Leave x and y coordinates in loopmania - handle everything else in subclasses
- Character doesn't apply damage strategy
  - Instead it has a method getDamage - takes in an enemy and it calls one of its methods - which will take into account your defence
- Calculate battle during battle
  - It comes from both the character and enemy side when
- EquipableItem - method that returns if bonus
- Pranked, character and enemy implement damage strategy
  - Strategy has a doDamage method
  - This gets either a character or a enemy
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### ACTION ITEMS:

- Set getters and setters - then refactor later
- Get all of this done by tomorrow
  - Genie - character

- Hayley - basic enemy
  - Ethan - passive building
  - Jasmin - encounter building
- Call tomorrow - to check in tomorrow

## MEETING

TIME/DATE: 3pm 9th July 2021

LOCATION: Zoom

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Jasmin

### AGENDA:

- Go through what everyone has completed
- Modify and update classes
- What next

### MINUTES:

- Having a list of buildings in loop mania world
  - Make a temp list that filters for a particular type
- Encounter building - abstract encounter
- All of the buildings in a list, then all the strategy and observers in their own list
- Game cycles are stored in loop mania
- Too many abstract classes - their behaviors will be taken care of by observers and strategies
- Enemy spawn - which is also not important
  - Both implement the enemy spawn strategy
  - Have a list of enemy spawn strat in loop manaia world - and that is handled
    - Return a enemy object
- Battle strategy rather than battle building

### ACTION ITEMS:

- Ethan and Jasmin work out stubs for the building
- Everyone write stubs and tests
- Meet on Sunday

TIME/DATE: 6pm 12th July

LOCATION: Zoom

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Angeni

**AGENDA:**

- Report back on testing
- Delegate tasks

**MINUTES:**

- Jasmin and Ethan have refactored the UML
  - Buildings now all extend the same Building class
- The highest priority epics have been assigned
- We need to get these epics done before next meeting
- Next meeting: Tuesday 13th July 4pm

**ACTION ITEMS:**

- Angeni - gold
- Hayley - basic items
- Ethan - character and enemy movement
- Jasmin - game state

TIME/DATE: 4pm 13th July

LOCATION: Zoom

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Jasmin

**AGENDA:**

- Go through what has been done
- Delegate tasks

**MINUTES:**

- Angeni got gold to appear
- Hayley has done backend for buying items
- Hayley has done added in gold checking for purchasing items
- Ethan made heroes castle appear
- Ethan wants to do initiate a battle state - because working on movement
- Jasmin has looked into how to change the game state
- Ethan to get the observer working
- Gold can be walked over to collect
- Angeni to update so that character can collect gold

**ACTION ITEMS:**

- Angeni - Clicking and UI for the sidebar
- Hayley - shop working
- Ethan - Enemies moving and battle with slug
- Jasmin - game state and work with ethan to do battle

TIME/DATE: 12:30 pm 15th July

LOCATION: Zoom

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Jasmin

**AGENDA:**

- What everyone has been working on
- Delegate new tasks

**MINUTES:**

- College covid situation
  - Ethan on call with authorities all day
  - Jasmin sorting out with ACT health
- Genie made spawnEnemy Strategy
- Ethan working on functional equipped Items
- Hayley working on store
- Asked for an extension - Due to covid situation and 50% of group having to leave College

**ACTION ITEMS:**

- Angeni - Fix up enemy spawning strat - enemies can spawn on heroes castle
- Hayley - Get shop working
- Ethan - fix up battle animation
- Jasmin - equipped items

TIME/DATE: 1:15 pm 17th July

LOCATION: Zoom

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Jasmin

**AGENDA:**

- What has been done
- Delegate new tasks

**MINUTES:**

- Enemies updating xp and gold fields
- How to use the composite pattern for goals
- Hayley - basic items shop finished
- Angeni - dragging and dropping buildings and cards
- Discussed College Covid situation
  - Ethan going home tomorrow
  - Jasmin applied for exemption

**ACTION ITEMS:**

- Angeni - Do cards for buildings
- Hayley - work on health potions and selling things from the shop
- Ethan - Equipping items
- Jasmin - do goals from json



TIME/DATE: 9:00pm 18th July 2021

LOCATION: ZOOM

PARTICIPANTS: Angeni, Ethan, Hayley, Jasmin

MINUTES TAKER: Jasmin

**AGENDA:**

- Go through what everyone is up to
- What do we have to do to finish tomorrow

**MINUTES:**

- Angeni has nearly finished cards - just has campfire left
- Hayley - wrote tests for loopmania
- Jasmin staff and stake integration - need to do allied soldier
- Go through and clean up multiple code
- No need to do front end testing
- Allied soldier - have a subclass called one with a trance - has an observer
  - List of pairs - basic enemies, int of round
  - Taken out of the battle
  - Load back in when the number reached zero
- Main menu does not restart the game
- College covid situation
  - Ethan interrogation with cops
  - Jasmin Covid test

**ACTION ITEMS:**

- UML add in functions
- Do Java docs
- Finish assigning people to task in gitlab
- Need to add in integration test
- UML - ethan
- Javadoc - Jasmin
- Upload meeting minutes - and finish
- Finish doing all of the timeline
- Angeni - fix up building placement - dont allow for buildings to go on top of each other
- Angeni - Do campfire
- Angeni - Movement of zombies
- Angeni - Fix up coverage tests
- Angeni will probably not do all of these but the thought is there :)