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| **Meeting Schedule** | | | | |
| **Date** | Wednesday, 03/11/2021 | | | |
| **Time** | 2pm – 4pm | | | |
| **Location** | MS Teams | | | |
| **Attendance** | | | | |
| **Present** | | **Apologies** | | |
| Gordon Chau | |  | | |
| Xunbo Su | |  | | |
| Shengyue Guan | |  | | |
| Celine Lin | |  | | |
| Zhaoyan Liu | |  | | |
| **Agenda, Decisions, Issues** | | | | |
| **Agenda**   * Troubleshoot problems encountered in milestone 1 and 2 * Project Check In | | | | |
| **General**   * Giuseppe went through the project check in for milestones 1 and 2   + Had a look at the patterns used in the UML diagram     - Recommended to have more functionality within the door state method to do more of the key and movement checking.     - Recommended that within the goal component, the checks for goal requirements could be moved within the specific classes to ensure law of demeter. I.e., checking if a player is on the exit can be moved to the player/dungeonController classes.   + Frontend was a bit slow and took in commands alarmingly slowly. Planning pdf looked fine. He would go over everything in more detail offline and at another time.   + Coverage was not as high, and he recommended ways of testing random movement using a seed.   + Had a talk about communication and meetings with all 5 members. * Owen and Damon worked on their moving entity tests and got most of it working. However, they realised more tests needed to be written to have higher coverage * Gordon worked on the patterns used for goals and the door, changing the classes based off Giuseppe’s recommendations | | | | |
| 1. **Action Items** | | | **Responsible** | **Due Date** |
|  | | |  | 31/10/2021 |
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| **Next Meeting Schedule** | | | | |
| **Date** | Sunday 31/10/2021 | | | |
| **Time** | 1pm | | | |
| **Location** | MS Teams | | | |
| 1. **Agenda for next meeting** | | | | |
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