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| **Meeting Schedule** | | | | |
| **Date** | Friday, 15/10/2021 | | | |
| **Time** | 5pm – 6:40pm | | | |
| **Location** | MS Teams | | | |
| **Attendance** | | | | |
| **Present** | | **Apologies** | | |
| Gordon Chau | |  | | |
| Xunbo Su | |  | | |
| Shengyue Guan | |  | | |
| Celine Lin | |  | | |
| Zhaoyan Liu | |  | | |
| **Agenda, Decisions, Issues** | | | | |
| **Agenda**   * Discuss the project specification * Discuss objectives for milestone 1 | | | | |
| **General**   * Shengyue shared his screen and went through the notes he made on the specification. He had some queries that were discussed amongst the group. * Discussed the UML diagram for Milestone 1. A lucid diagram was created, and a link was shared to allow everyone to simultaneously work on the UML diagram.   + Started with 4 classes for each of the types of entities: Static, Buildable, Moving and Collectable. More specific entities would inherit from each of these base classes.   + The moving entities class would implement a moving interface with subclasses of enemies and the character.   + More specific enemies inherit from the base enemy class. However, we needed to distinguish the mercenary who could be bribed.     - Possibly could use a state pattern for the mercenary.   + The buildable entities class was made into an interface that bow and shield implemented. Bow and shield need to be crafted with collectable entities, so they were made subclasses of the collectable entity class whilst implementing the buildable interface.   + Have also included a controller class with possible fields and methods.   + A possible idea for the game mode is using enumeration. * Another meeting will be held at Sunday noon to further discuss the delegation of tasks and to clean up the UML diagram to send to Giuseppe for feedback. | | | | |
| 1. **Action Items** | | | **Responsible** | **Due Date** |
| * Prepare for next meeting | | | All | Sunday 17/10 |
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| **Next Meeting Schedule** | | | | |
| **Date** | Sunday 17/10/2021 | | | |
| **Time** | 12pm | | | |
| **Location** | MS Teams | | | |
| 1. **Agenda for next meeting** | | | | |
| * Refine UML diagram for milestone 1 * Assign individual roles | | | | |