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| **Meeting Schedule** | | | | |
| **Date** | Sunday, 17/10/2021 | | | |
| **Time** | 12pm – 12:45pm | | | |
| **Location** | MS Teams | | | |
| **Attendance** | | | | |
| **Present** | | **Apologies** | | |
| Gordon Chau | |  | | |
| Xunbo Su | |  | | |
| Shengyue Guan | |  | | |
| Celine Lin | |  | | |
| Zhaoyan Liu | |  | | |
| **Agenda, Decisions, Issues** | | | | |
| **Agenda**   * Refine UML diagram for milestone 1 * Assign individual roles | | | | |
| **General**   * Talked about current UML diagram   + Current UML diagram stores game modes and game goals as variables within the controller. This would make it hard to implement new different game modes/goals but would allow the entities to gain access to these two fields.   + Another solution is making a game mode interface and have Peaceful, Standard and Hard classes that implement this interface. A similar solution may be required for the game goals. * Made a google sheets document to contain the allocation of tasks and classes.   + People have different classes distributed amongst themselves to deal with a specific type of entity.   + Due dates were hard to allocate since we weren’t sure on the scale/difficulty of each class.   + Decided to wait for feedback from the tutor on the UML diagram first, before tackling the classes. * Next meeting will be a discussion on the actual controller itself once the classes have been planned out. | | | | |
| 1. **Action Items** | | | **Responsible** | **Due Date** |
| * Send UML diagram to Giuseppe | | | Xunbo | 21/10 |
| * Plan out design of entity classes | | | All | 21/10 |
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| **Next Meeting Schedule** | | | | |
| **Date** | Thursday 21/10/2021 | | | |
| **Time** | 1pm | | | |
| **Location** | MS Teams | | | |
| 1. **Agenda for next meeting** | | | | |
| * Discuss the controller class * Discuss progress on entity classes | | | | |