|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Meeting Schedule** | | | | |
| **Date** | Thursday, 21/10/2021 | | | |
| **Time** | 1pm – 1:50pm | | | |
| **Location** | MS Teams | | | |
| **Attendance** | | | | |
| **Present** | | **Apologies** | | |
| Gordon Chau | |  | | |
| Xunbo Su | |  | | |
| Shengyue Guan | |  | | |
| Celine Lin | |  | | |
| Zhaoyan Liu | |  | | |
| **Agenda, Decisions, Issues** | | | | |
| **Agenda**   * Review UML diagram * Review progress on entity classes * Discuss controller class | | | | |
| **General**   * Xunbo, Shengyue and Gordon had some early discussions on the given controller class.   + Discussed the tick method and what would occur during a single tick i.e., combat, movement, collectables.   + Could possibly have an update interface/class somewhere to help deal with what happens to moveable entities in a single tick. * Gordon brought up writing tests for static entities and together discussed possible ways of testing specific properties of static entities without instantiating a new controller. * Decided to finish up on the entity classes assigned to everyone before getting together to work on the controller. Everyone is required to write their unit tests for the entities before implementing anything. We will get together on Wednesday to discuss the hopefully finished entities. * Might plan to meet again on the weekend depending on the feedback received on the UML diagram. | | | | |
| 1. **Action Items** | | | **Responsible** | **Due Date** |
| * Write unit tests and some implementation on entity classes | | | All | 27/10/2021 |
|  | | |  |  |
|  | | |  |  |
| **Next Meeting Schedule** | | | | |
| **Date** | Wednesday 27/10/2021 | | | |
| **Time** | 2pm | | | |
| **Location** | MS Teams | | | |
| 1. **Agenda for next meeting** | | | | |
| * Discuss entities and controller classes. * Discuss feedback on UML diagram and refine it. | | | | |