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| **Meeting Schedule** | | | | |
| **Date** | Wednesday, 27/10/2021 | | | |
| **Time** | 2pm – 3:30pm | | | |
| **Location** | MS Teams | | | |
| **Attendance** | | | | |
| **Present** | | **Apologies** | | |
| Gordon Chau | |  | | |
| Xunbo Su | |  | | |
| Shengyue Guan | |  | | |
| Celine Lin | |  | | |
| Zhaoyan Liu | |  | | |
| **Agenda, Decisions, Issues** | | | | |
| **Agenda**   * Project check in with Giuseppe * Discuss progress thus far | | | | |
| **General**   * Everyone participated in the project check in with Giuseppe and discussed questions and progress thus far.   + We went through assumptions and Giuseppe gave advice on possible ideas on further assumptions.   + Clarified the patterns used in our UML diagram.   + Went through current tests and learnt that we were incorrectly testing the entity responses instead of the entity itself. So, tests will need to be rewritten to correctly tests the entities and backend instead.   + To make testing easier, the controller would store some certain fields to make it easier to search for certain entities e.g., controller stores the player character, list of enemies etc. * With feedback with Giuseppe, everyone has a better understanding on testing and implementation of their classes. With this the due date for finished the individual classes is Friday. * This leaves Saturday to do the controller and Sunday to clean everything up. | | | | |
| 1. **Action Items** | | | **Responsible** | **Due Date** |
| * Finish testing and implementation on entity classes | | | All | 29/10/2021 |
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| **Next Meeting Schedule** | | | | |
| **Date** | Friday 27/10/2021 | | | |
| **Time** | 4pm | | | |
| **Location** | MS Teams | | | |
| 1. **Agenda for next meeting** | | | | |
| * Discuss finished tests * Discuss implementation of entity classes | | | | |