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| **Meeting Schedule** | | | | |
| **Date** | Friday, 29/10/2021 | | | |
| **Time** | 4pm – 6:50pm | | | |
| **Location** | MS Teams | | | |
| **Attendance** | | | | |
| **Present** | | **Apologies** | | |
| Gordon Chau | | Zhaoyan Liu | | |
| Xunbo Su | |  | | |
| Celine Lin | |  | | |
| Shengyue Guan (arrived late at 6:30pm) | |  | | |
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| **Agenda, Decisions, Issues** | | | | |
| **Agenda**   * Discuss finished tests * Discuss implementation of entity classes | | | | |
| **General**   * Discussed progress on current tests   + Tests have been written for the different entities. Now implementation needs to be completed to pass the tests written. However, some implementation requires other classes to be finished e.g., moving entities will need to be completed before we can test portal functions etc   + We also need controller methods so controller tests will need to be written quickly. * Since controller methods needed to be written, Xunbo and Gordon spent time writing tests for the controller methods.   + For the tick, interact and build methods, only the exceptions were tested since these functions were tested in the tests for the other entity classes.   + This means that methods such as newGame, saving, loading etc had more tests written. * Xunbo and Gordon started writing some starter code for the controller class.   + Looked at the methods newGame, saveGame and loadGame and wrote some starter code using file loader and throwing exceptions when necessary   + It’s a good start but more work needs to be done to refine the methods as well as the implementation for the other controller methods. * Further discussion on assumptions and progress with Shengyue with talks about goals for tomorrow’s meeting. | | | | |
| 1. **Action Items** | | | **Responsible** | **Due Date** |
| * Finish implementation on entity classes | | | All | 30/10/2021 |
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| **Next Meeting Schedule** | | | | |
| **Date** | Saturday 28/10/2021 | | | |
| **Time** | 6pm | | | |
| **Location** | MS Teams | | | |
| 1. **Agenda for next meeting** | | | | |
| * Discuss controller class and its methods * Merge people’s implementation together and fix up any problems/coverage issues | | | | |