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| **Meeting Schedule** | | | | |
| **Date** | Saturday, 30/10/2021 | | | |
| **Time** | 8:30pm – 10:20pm | | | |
| **Location** | MS Teams | | | |
| **Attendance** | | | | |
| **Present** | | **Apologies** | | |
| Gordon Chau | |  | | |
| Xunbo Su | |  | | |
| Shengyue Guan | |  | | |
| Celine Lin | |  | | |
| Zhaoyan Liu | |  | | |
| **Agenda, Decisions, Issues** | | | | |
| **Agenda**   * Discuss controller class and its methods * Discuss problems with integrating everything together | | | | |
| **General**   * Xunbo and Shengyue has tried to integrate some of the systems together and are dealing with the code errors   + There was discussion on some of these errors to fix some of them. * Discussed some ways to implement ways some of the controller methods.   + Gordon showed his progress on newGame, saveGame and loadGame. Xunbo and Shengyue had some separate progress as well and will review the work done so far.   + Team discussed what needs to be stored in the json files for the save files.   + There was discussion on the other tick, interact and buildable methods in controller. * Xunbo and Shengyue will spend tonight fixing the bugs in their player code, whilst the rest ensure their code works fine as well as start considering the previously discussed controller methods. * With some complications in boulder movement, the decision was made to move all the boulder movement within the boulder class itself. * Will have a big day tomorrow finalising everything. | | | | |
| 1. **Action Items** | | | **Responsible** | **Due Date** |
| * Finish testing and implementation of player and moveable classes | | | Xunbo and Shengyue | 31/10/2021 |
| * Fix entity code and properly test the classes | | | All | 31/10/2021 |
| * Consider rest of the controller methods and goals | | | Gordon, Celine and Zhaoyan | 31/10/2021 |
| **Next Meeting Schedule** | | | | |
| **Date** | Sunday 31/10/2021 | | | |
| **Time** | 1pm | | | |
| **Location** | MS Teams | | | |
| 1. **Agenda for next meeting** | | | | |
| * Clean up work done for milestone 1 and 2 * Finish controller methods * Implement composite pattern for goals | | | | |