**COMP2511-Celery Meeting Minutes**

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| **Meeting Date:** | 25.10.21 | **Meeting Time:** | 20:00-22:00 |
| **Room:** | MS Teams | **Minutes taken by:** | Jay |
| **Meeting Attended by:** | Vanessa Wang, Wen Zou, Sikui Tang (Oliver), Kaijie Zhou (Jay) | | |
| **Apologies:** |  | | |
| **Next Meeting Date:** | 25.10.21 | **Room:** | MS Teams |

Agenda

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| Item | Agenda Item | Discussion |
| 1 | Patterns we need in the project | * State pattern that we need to decide the state of enemy and player after having potions * Strategy pattern that we need to use when using four kinds of item <<ItemUsedStrategy>> * Strategy pattern that we need to decide the reaction of each static entities when they met with the character * Two separate state pattern – one for battle and one for move * Visitor pattern needed in deciding whether an entity is blocked or not * Composite pattern needed in goals |
| 2 | Other details | * Separate Player and NonPlayer * Mercenary needs a method of moving * Dungeon loader needs a new class to implement loads entities and goals |
| 3 | Assumption | * The endurance of battle items * The damage of enemies and player * The damage of Sword and Bow * The defence of Armour and Shield * Invisi and Invinc potion could be used only one of them at one period * Invisible player movement * Mercenary movement and battle method |

TO-DO

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| Who | Action | Due Date |
| Oliver & Vanessa | Writing test and implementations for player and enemies. Implements specific patterns. | 27.10.21 |
| Wen & Jay | Writing test and implementations for other entities and add methods in dungeon etc. based on the above requirements. | 27.10.21 |
| Everyone | Next meeting to update progress and figure out difficulties.  Set up the latest UML diagram | 27.10.21 |