

Meeting Minutes: Group 6

Meeting Type:

Weekly review

Meeting Date:

20/04/18

Meeting Start Time:

14:05

Meeting End Time:

15:00

Attendance:

Atiqul Islam
Matt Mead
Ollie Bland
Robert Levy
Adam Moussa

Absence:**Progress:**

- Design phase complete, expect class diagram which is near finished.

Jobs:

- **Robbie:** To design the game icons and images.
- **Atiqul & Robbie:** To create a list of System level tests and Unit level tests.
- **Adam, Matt & Ollie:** Create code for the game
- **Everyone:** Help everyone out where needed.

Discussion:

- Testing:
 - To create a list of System level tests that we can follow/use when the code for the game is complete.
 - To create a list of unit test that we could follow/use when creating the code.
 - This should be done for every block of code that we have (method)
- Code to be done
 - Board Class
 - This class should create the board which contains all the tiles (indexable tiles) and allow players to move.
 - Player Class
 - This class should allow buy, sell, mortgage, trade and improve properties. This class should also allow a player to use any card that is held in their inventory.
 - GUI Class
 - This class should create the visuals of the board and the game.
 - This class should also create the underlying model of the game.
 - Should implement the core elements of the game.
 - Game Class
 - This class should consist of the board, players, properties etc.
 - This class in general should consist of variables to be able to play the game and allow you to select what game mode you wish to select.
 - Card action Class
 - This class should consist of all the given card actions that are available.
- We should think of a way to model the AI and come up with a way for the AI to operate.
- We should spend a couple of days together as a group coding so that we are all on the same wave length and understand how we all work.
- We should aim to get the game model done by next week so that we can aim to start improving the game and test it

Next Meeting: