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:**