

Minutes for CSC2058 Project Group 22 Week commencing 17/01/2022 Date of this minute 20/01/2022

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Lorenzo Cueto (Discord)	LC
Marc Vincent Villareal (Discord)	MV
Roche Francis Palen (Discord)	RP
Jamaica De Guzman (Discord)	JD
Matthew Hutchinson (Discord)	MH
Yuanzhe Zhang (Discord)	YZ
Niall O'Neill (Discord)	NO

Task Reporting (Briefly list the progress for each team member in the last week. *)

Name (1): Lorenzo Cueto

- Started coding Java classes description
- Started creating class documentation

Name (2): Marc Vincent Villareal

- Checking sequence diagram

Name (3): Roche Francis Palen

- Create class assignment with Jamaica

Name (4): Jamaica De Guzman

- Create Class assignment guide

Name (5): Matthew Hutchinson

- Started coding java classes description with Lorenzo
- Started creating class documentation

Name (6): Yuanzhe Zhang

- Started coding Java classes description with Niall

Name (7): Niall O'Neill

- Started coding Java classes description with Yuanzhe

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name (1): Lorenzo Cueto

- Start Java methods declarations with Matthew

Name (2): Marc Vincent Villareal

- Start Java methods declarations with Niall and Yuanzhe

Name (3): Roche Francis Palen

- Finalize and post class assignment with Jamaica

Name (4): Jamaica De Guzman

- Finalize and post class assignment

Name (5): Matthew Hutchinson

- Start Java methods declarations with Lorenzo

Name (6): Yuanzhe Zhang

- Start Java methods declarations with Marc and Niall

Name (7): Niall O'Neill

- Start Java methods declarations with Yuanzhe and Marc

Minutes for CSC2058 Project Group 22 Week commencing 24/01/2022 Date of this minute 27/01/2022

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Lorenzo Cueto (Discord)	LC
Marc Vincent Villareal (Discord)	MV
Roche Francis Palen (Discord)	RP
Jamaica De Guzman (Discord)	JD
Matthew Hutchinson (Discord)	MH
Yuanzhe Zhang (Discord)	YZ
Niall O'Neill (Discord)	NO

Task Reporting (Briefly list the progress for each team member in the last week. *)

Name (1): Lorenzo Cueto

- Classes allocated : CardCreator, cardtypes, CardHandler, Initialiser, Client, Menu, PropertyManager, MoveTile, Tile

Name (2): Marc Vincent Villareal

- Classes allocated: BonusCard, Card, Game

Name (3): Roche Francis Palen

- Classes allocated: Card, DowngradeProperty, UpgradeProperty, Player, JailTile

Name (4): Jamaica De Guzman

- Classes allocated: Board, Player

Name (5): Matthew Hutchinson

- Classes allocated: MoneyTile, PropertyTile

Name (6): Yuanzhe Zhang

- Classes allocated: Player, Game

Name (7): Niall O'Neill

- Classes allocated: Card, WildcardTile

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name (1): Lorenzo Cueto

- Update Class relationship model
- Update allocated classes

Name (2): Marc Vincent Villareal

- Update sequence diagram with Matthew
- Update allocated classes

Name (3): Roche Francis Palen

- Update class documentation with lorenzo and Jamaica
- Update allocated classes

Name (4): Jamaica De Guzman

- Update class relationship model with Lorenzo
- Update allocated classes

Name (5): Matthew Hutchinson

- Update sequence diagram with Marc
- Update allocated classes

Name (6): Yuanzhe Zhang

- Update allocated classes

Name (7): Niall O'Neill

- Update allocated classes

Minutes for CSC2058 Project Group 22 Week commencing 31/01/2022 Date of this minute 03/02/2022

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Lorenzo Cueto (Discord)	LC
Marc Vincent Villareal (Discord)	MV
Roche Francis Palen (Discord)	RP
Jamaica De Guzman (Discord)	JD
Matthew Hutchinson (Discord)	MH
Yuanzhe Zhang (Discord)	YZ
Niall O'Neill (Discord)	NO

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name (1): Lorenzo Cueto

- Class Documentation still in process of updating

Name (2): Marc Vincent Villareal

- BonusCard classes and methods declared

Name (3): Roche Francis Palen

- UpgradeProperty classes and methods declared

Name (4): Jamaica De Guzman

- Board classes and methods declared

Name (5): Matthew Hutchinson

- Sequence diagram finalised

Name (6): Yuanzhe Zhang

- Player classes and methods declared

Name (7): Niall O'Neill

- WildcardTile classes and methods declared

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name (1): Lorenzo Cueto

- Hard code card type in initialiser class

Name (2): Marc Vincent Villareal

- Initialise private properties in game class

Name (3): Roche Francis Palen

- Update card game constructor

Name (4): Jamaica De Guzman

- Hard code board tiles in initialiser class

Name (5): Matthew Hutchinson

- Update triggerEffect method in money tile class

Name (6): Yuanzhe Zhang

- Initialise private variables in player class

Name (7): Niall O'Neill

- Update wild card constructor

Minutes for CSC2058 Project Group 22 Week commencing 07/02/2022 Date of this minute 10/02/2022

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Lorenzo Cueto (Discord)	LC
Marc Vincent Villareal (Discord)	MV
Roche Francis Palen (Discord)	RP
Jamaica De Guzman (Discord)	JD
Matthew Hutchinson (Discord)	MH
Yuanzhe Zhang (Discord)	YZ
Niall O'Neill (Discord)	NO

Task Reporting (Briefly list the progress for each team member in the last week. *)

Name (1): Lorenzo Cueto

- Class Documentation finished

Name (2): Marc Vincent Villareal

- Private properties in Game class initialised

Name (3): Roche Francis Palen

- Card game constructor updated

Name (4): Jamaica De Guzman

- Property tiles initialised in the initialiser class

Name (5): Matthew Hutchinson

- triggerEffect method in money tile class updated

Name (6): Yuanzhe Zhang

- Private variables in player class initialised

Name (7): Niall O'Neill

- Wild card constructor updated

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name (1): Lorenzo Cueto

- Create card type enum class

Name (2): Marc Vincent Villareal

- Declare abstract trigger effect method in card class

Name (3): Roche Francis Palen

- Start Text User Interface prompt messages documentation with Jamaica

Name (4): Jamaica De Guzman

- Start Text User Interface prompt messages documentation with Roche

Name (5): Matthew Hutchinson

- Create test plan on excel

Name (6): Yuanzhe Zhang

- Finish increment and decrement attribute in player class

Name (7): Niall O'Neill

- Override display message method in wild card tile class

Minutes for CSC2058 Project Group 22 Week commencing 21/02/2022 Date of this minute 24/02/2022

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Lorenzo Cueto (Discord)	LC
Marc Vincent Villareal (Discord)	MV
Roche Francis Palen (Discord)	RP
Jamaica De Guzman (Discord)	JD
Matthew Hutchinson (Discord)	MH
Yuanzhe Zhang (Discord)	YZ
Niall O'Neill (Discord)	NO

Task Reporting (Briefly list the progress for each team member in the last week. *)

Name (1): Lorenzo Cueto

- Card type enum class created

Name (2): Marc Vincent Villareal

- Abstract trigger effect method in card class declared

Name (3): Roche Francis Palen

- Text User Interface prompt messages documentation with Jamaica started

Name (4): Jamaica De Guzman

- Text User Interface prompt messages documentation with Roche started

Name (5): Matthew Hutchinson

- Test plan on excel created

Name (6): Yuanzhe Zhang

- Increment and decrement attribute in player class finished

Name (7): Niall O'Neill

- Override display message method in wild card tile class, done

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name (1): Lorenzo Cueto

- Implement exception in cardhandler method

Name (2): Marc Vincent Villareal

- Implement continuegame method in game class

Name (3): Roche Francis Palen

- Implement hashmap constructor

Name (4): Jamaica De Guzman

- Create final game layout

Name (5): Matthew Hutchinson

- Property tile constructor

Name (6): Yuanzhe Zhang

- Implement getName method in player class

Name (7): Niall O'Neill

- Update downgrade property constructor in downgrade property class

Minutes for CSC2058 Project Group 22 Week commencing 28/02/2022 Date of this minute 03/03/2022

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Lorenzo Cueto (Discord)	LC
Marc Vincent Villareal (Discord)	MV
Roche Francis Palen (Discord)	RP
Jamaica De Guzman (Discord)	JD
Matthew Hutchinson (Discord)	MH
Yuanzhe Zhang (Discord)	YZ
Niall O'Neill (Discord)	NO

Task Reporting (Briefly list the progress for each team member in the last week. *)

Name (1): Lorenzo Cueto

- Exception in cardhandler method implemented

Name (2): Marc Vincent Villareal

- Continue game method in game class implemented

Name (3): Roche Francis Palen

- Hashmap constructor in jail tile class implemented

Name (4): Jamaica De Guzman

- Still working on final game layout

Name (5): Matthew Hutchinson

- Property tile constructor implemented

Name (6): Yuanzhe Zhang

- Implemented getName method in player class

Name (7): Niall O'Neill

- Updated downgrade property constructor in downgrade property class

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name (1): Lorenzo Cueto

- Initialise card creator in initialiser class

Name (2): Marc Vincent Villareal

- Implement continue game method in game class

Name (3): Roche Francis Palen

- Implement if statement for override trigger effect method in downgrade property class

Name (4): Jamaica De Guzman

- Final game layout finalisation next week

Name (5): Matthew Hutchinson

- Implement upgrade level server method in property tile

Name (6): Yuanzhe Zhang

- Property manager method needs implemented in player class

Name (7): Niall O'Neill

- Trigger effect method if statement needs implemented in move card class

Minutes for CSC2058 Project Group 22 Week commencing 07/03/2022 Date of this minute 10/03/2022

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Lorenzo Cueto (Discord)	LC
Marc Vincent Villareal (Discord)	MV
Roche Francis Palen (Discord)	RP
Jamaica De Guzman (Discord)	JD
Matthew Hutchinson (Discord)	MH
Yuanzhe Zhang (Discord)	YZ
Niall O'Neill (Discord)	NO

Task Reporting (Briefly list the progress for each team member in the last week. *)

Name (1): Lorenzo Cueto

- Initialised card creator in initialiser class

Name (2): Marc Vincent Villareal

- Implemented continue game method in game class

Name (3): Roche Francis Palen

- Implemented if statement for override trigger effect method in downgrade property class

Name (4): Jamaica De Guzman

- Final game layout done

Name (5): Matthew Hutchinson

- Implemented upgrade level server method in property tile

Name (6): Yuanzhe Zhang

- Property manager method implemented in player class

Name (7): Niall O'Neill

- Trigger effect method if statement implemented in move card class

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name (1): Lorenzo Cueto

- Finish allocated classes : CardCreator, cardtypes, CardHandler, Initialiser, Client, Menu, PropertyManager, MoveTile, Tile

Name (2): Marc Vincent Villareal

- Finish allocated classes : BonusCard, Card, Game

Name (3): Roche Francis Palen

- Finish allocated classes : Card, DowngradeProperty, UpgradeProperty, Player, JailTile
- Text User Interface prompt messages finalisation with Jamaica

Name (4): Jamaica De Guzman

- Finish allocated classes : Board, Player
- Finalise test plan with Matthew
- Text User Interface prompt messages finalisation with Roche

Name (5): Matthew Hutchinson

- Finish allocated classes : MoneyTile, PropertyTile
- Finalise test plan with Jamaica

Name (6): Yuanzhe Zhang

- Finish allocated classes : Player, Game

Name (7): Niall O'Neill

- Finish allocated classes : Card, WildcardTile

Minutes for CSC2058 Project Group 22 Week commencing 14/03/2022 Date of this minute 17/03/2022

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Lorenzo Cueto (Discord)	LC
Marc Vincent Villareal (Discord)	MV
Roche Francis Palen (Discord)	RP
Jamaica De Guzman (Discord)	JD
Matthew Hutchinson (Discord)	MH
Yuanzhe Zhang (Discord)	YZ
Niall O'Neill (Discord)	NO

Task Reporting (Briefly list the progress for each team member in the last week. *)

Name (1): Lorenzo Cueto

- Allocated classes finished : CardCreator, cardtypes, CardHandler, Initialiser, Client, Menu, PropertyManager, MoveTile, Tile

Name (2): Marc Vincent Villareal

- Allocated classes finished : BonusCard, Card, Game

Name (3): Roche Francis Palen

- Allocated classes finished : Card, DowngradeProperty, UpgradeProperty, Player, JailTile
- Text User Interface prompt messages finalised with Jamaica

Name (4): Jamaica De Guzman

- Allocated classes finished : Board, Player
- Finalised test plan with Matthew
- Text User Interface prompt messages finalised with Roche

Name (5): Matthew Hutchinson

- Allocated classes finished : MoneyTile, PropertyTile
- Finalised test plan with Jamaica

Name (6): Yuanzhe Zhang

- Allocated classes finished : Player, Game

Name (7): Niall O'Neill

- Allocated classes finished : Card, WildcardTile

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.

Actions Planned (Briefly list the actions required of each team member for the next week.)

Name (1): Lorenzo Cueto

- Test allocated classes : CardCreator, cardtypes, CardHandler, Initialiser, Client, Menu, PropertyManager, MoveTile, Tile

Name (2): Marc Vincent Villareal

- Test allocated classes : BonusCard, Card, Game

Name (3): Roche Francis Palen

- Test allocated classes : Card, DowngradeProperty, UpgradeProperty, Player, JailTile

Name (4): Jamaica De Guzman

- Test allocated classes : Board, Player

Name (5): Matthew Hutchinson

- Test allocated classes : MoneyTile, PropertyTile

Name (6): Yuanzhe Zhang

- Test allocated classes : Player, Game

Name (7): Niall O'Neill

- Test allocated classes : Card, WildcardTile

Minutes for CSC2058 Project Group 22 Week commencing 21/03/2022 Date of this minute 24/03/2022

The following team members were present on Teams (if not Teams, indicate platform) when minutes were discussed:

Name (printed/typed)	Signature (agreed bitmap or initials)
Lorenzo Cueto (Discord)	LC
Marc Vincent Villareal (Discord)	MV
Roche Francis Palen (Discord)	RP
Jamaica De Guzman (Discord)	JD
Matthew Hutchinson (Discord)	MH
Yuanzhe Zhang (Discord)	YZ
Niall O'Neill (Discord)	NO

Task Reporting (Briefly list the progress for each team member in the last week.*)

Name (1): Lorenzo Cueto

- Tested allocated classes : CardCreator, cardtypes, CardHandler, Initialiser, Client, Menu, PropertyManager, MoveTile, Tile

Name (2): Marc Vincent Villareal

- Tested allocated classes : BonusCard, Card, Game

Name (3): Roche Francis Palen

- Tested allocated classes : Card, DowngradeProperty, UpgradeProperty, Player, JailTile
- Finalise documentation with Jamaica
- Put documentation of the whole project in pdf format with Jamaica

Name (4): Jamaica De Guzman

- Tested allocated classes : Board, Player
- Finalise documentation with Roche
- Put documentation of the whole project in pdf format with Jamaica
- Checked deliverables for final submission

Name (5): Matthew Hutchinson

- Tested allocated classes : MoneyTile, PropertyTile
- Put together all testing screen dumps in one file

Name (6): Yuanzhe Zhang

- Tested allocated classes : Player, Game

Name (7): Niall O'Neill

- Tested allocated classes : Card, WildcardTile

*Printouts giving an overview of interim deliverables may be added as a supplement to these minutes.