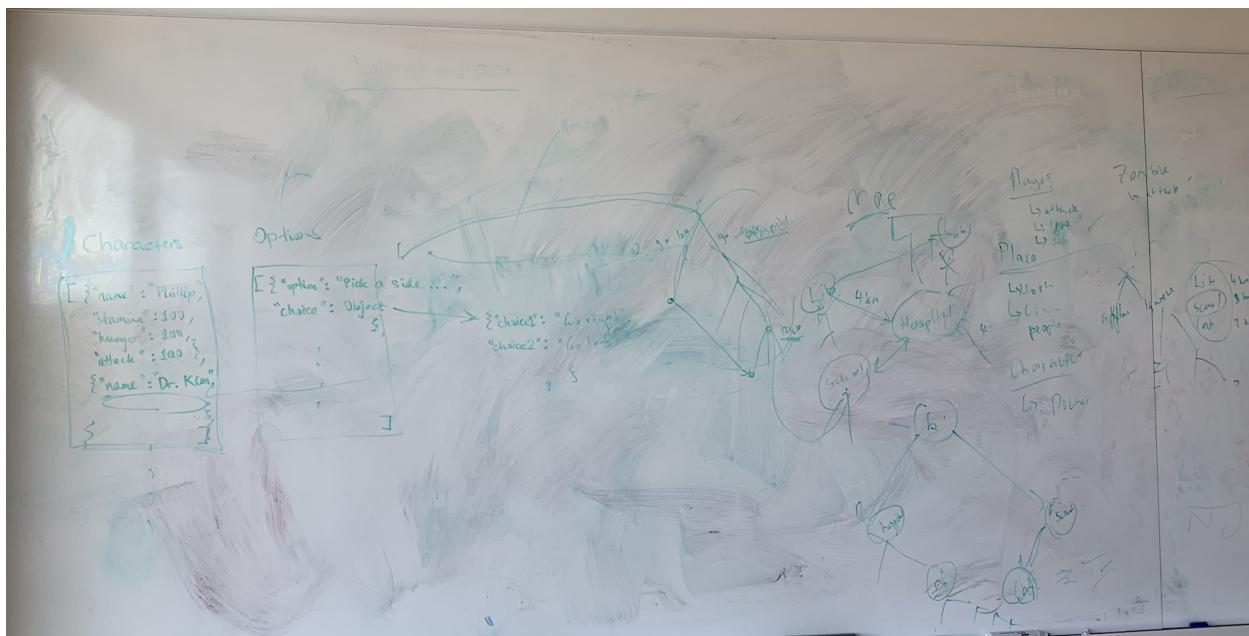


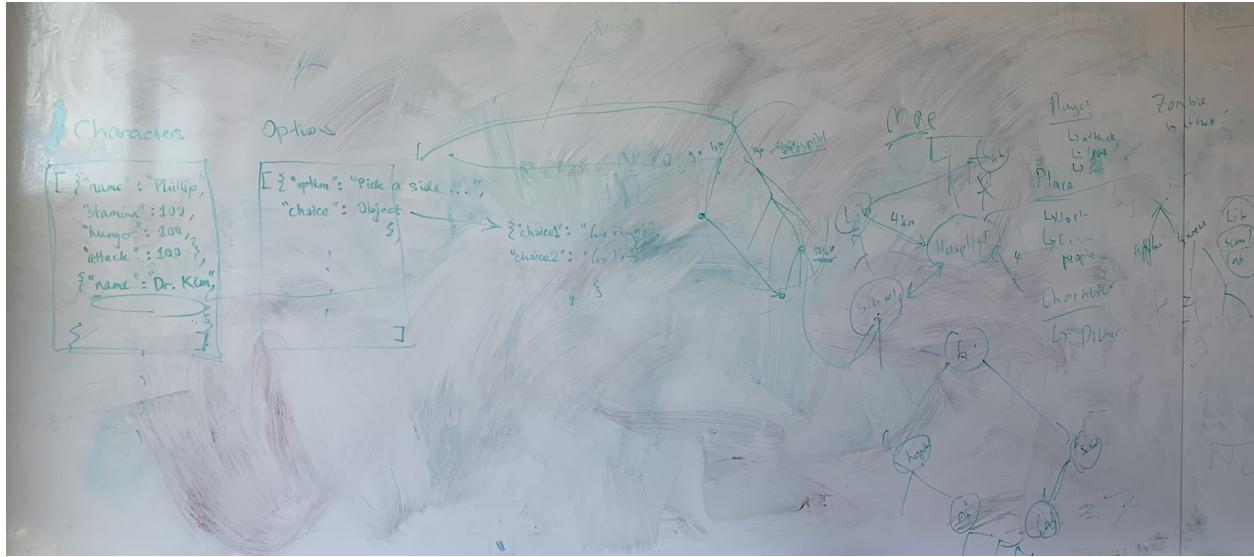
COMP2100 Group Project Minutes

Meeting #1 (Thursday 08/04/2021 1pm):

Participants: Phillip, Anson, Nayoon, Ahmed

1. Got to know each other, introduced ourselves physically at Marie Reay.
 2. Game will probably be a zombie apocalypse game.
 3. The story is of the Covid-19 mutating into a super virus that makes people act like zombies. Probably set in rural America? Kind of like The Walking Dead cartoon/drama?
 4. There will be various characters (NPC) in the game and locations. Doctor at the hospital, Hunter at the cottage, and Psychopaths and Zombies.
 5. Can do JavaFX in later stages of the project.
 6. Originally thought of using a binary search tree for storing the states and locations of the game, but it seems like it's better to use a unidirectional weighted graph (that is, the player cannot go back to their last location => makes it simpler for testing). Each node contains the location and the players at that location.
 7. Text in the data is stored in a JSON database. Will use GSON library to serialize and deserialize data and create methods for getters and setters that connect to the frontend, making the data "dynamic".
 8. Phillip will take minutes during meetings

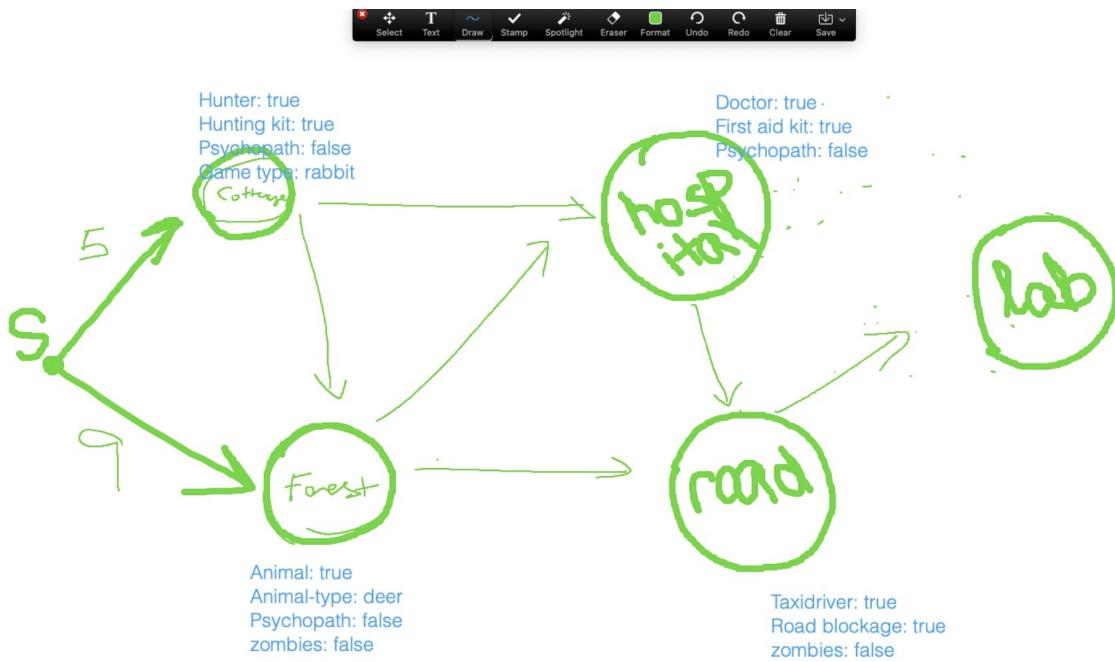




Meeting #2 (Monday 12/04/2021 12pm)

Participants: Phillip, Anson, Nayoon, Ahmed

1. Virtual meeting on Zoom.
 2. Continuing on from our progress from the last meeting, we discussed what each of us have done since the last meeting.
 3. Phillip => Created classes and methods that form the basis of the game. Anson => Created gamemap and levelmap structure of the game that needs filling in with dummy text for now.
 4. Decide that there is only one gamemap for now, and one set of levelmaps for each node => Simpler for testing.



Meeting #3 (Sunday 25/04/2021 3pm)

Participants: Phillip, Anson, Nayoon, Ahmed

1. Physical meeting at Marie Reay
2. Anson gained inspiration from another game on GitHub => Progether/JAdventure.
Maybe we can use this game to help design our game (no plagiarism though)?
3. Explained GameMap and LevelMap to all group mates so that everyone is on the same page.
4. Nayoon wrote a draft story for the game from our meetings. Will be used as dummy text until we have a proper database/backend. Nayoon used this draft story to initialise nodes of gamemap and levelmap.
5. Phillip will work on the backend and create JSON databases.
6. Assigned some homework to Ahmed.

Meeting #4 (Monday 03/05/2021 2pm)

Participants: Phillip, Anson, Nayoon, Ahmed

1. Physical meeting near Copland in room G09.
2. Minor disaster => Deadline is approaching very quickly and we still don't have a basic game running properly.
3. Revise our initial ambitious goal and get to the basics FIRST.
4. There will be no use of JavaFx, probably not enough time and JavaFX is too finicky to incorporate into our game at this stage.
5. Split into two groups and focus solely on their assigned roles => Specialise.

6. Phillip and Nayoon will work on the automatic tester, and Anson and Ahmed will work on the NLP parser.
7. Really confused about the automatic tester => asked lots of questions on Wattle.
8. Other than that, Phillip is still working on the database, and is trying to add a functionality where the player can save and load their game.
9. Moreover, Anson has been working on the parser without NLP until this meeting.
10. Maybe we can use the Edit Distance algorithm for NLP and automatic tester?

Meeting #5 (Monday 10/05/2021 2pm)

Participants: Phillip, Anson, Nayoon

1. Physical meeting at Marie Reay
2. Ahmed dropped the course, now we are left with three members.
3. Phillip to take over Ahmed's workload. And now, we are left with a unfinished project and less people to do the work => Unfortunately have to specialise the workload further.
Anson will work on frontend (that is, parser and NLP), Phillip will on the backend (that is, databases, connecting frontend to backend and bloom filter for searching efficiency), and Nayoon will work on the automatic tester. We have been asking a lot of questions on Wattle about automatic tester, but still cannot understand.
4. Anson worked on the natural language processing part of the parser. Now it can parse some predefined sentences with words like "with", instead of just integer options.
5. Phillip has set the JSON databases for InitialisationJSON and LocationJSON and its classes and serialisation/deserialisation methods. Added getter and setter methods for handling requests from frontend.
6. There seems to be a disconnect between Anson's code and Phillip's code. Explained code to each other.

Meeting #6 (Wednesday 12/05/2021 5pm)

Participants: Phillip, Anson, Nayoon

1. Virtual meeting on Zoom (emergency meeting, creeping deadlines)
2. Phillip's save and load player's progress methods seem to be a bit buggy. Needs debugging. Phillip has implemented a Bloom Filter that makes the searching of players' saved data more efficient, especially as more people play the game.
3. Anson worked on further debugging of his parser and natural language processor. There seems to be some bug in both Anson and Phillip's code that is stopping players from being saved.
4. Nayoon added some new classes in the parser package that defines different literary concepts like verbs.
5. No automatic testing complete, although Phillip has done some unit testing for his backend.

Meeting #7 (Friday 14/05/2021 6pm)

Participants: Phillip, Anson, Nayoon

1. Emergency virtual meeting on Zoom.

2. Found the problem (bug) that has made the frontend and backend disconnect from each other for a long time. One of the properties defined in the GameMap class is Map<LevelNode, List<LevelNode>>, but gson cannot deserialize hashmaps that have a complex object as a key! Anson debugged this though from last meeting, so now Phillip should create a database for gamemap.
3. Phillip to create levels in order to differentiate the different games => easy, normal, hard, expert.
4. No automatic testing done

Meeting #8 (Monday 17/05/2021 6pm)

Participants: Phillip, Anson (Nayoon wasn't present as this meeting was not relevant to her role)

1. Emergency virtual meeting on Zoom.
2. Phillip and Anson really communicated each other's code as there have been a lot of bugs lately. Talked over what we have done since last meeting.
3. Anson has started working on the report.
4. Phillip will work on powerpoint presentation slides and minutes. Also, Phillip will now make the data dynamic but making the frontend components manipulate the database.
5. Nayoon asked on Wattle if we have to complete powerpoint before Friday. No answer yet.

Meeting #9 (Wednesday 19/05/2021 7:48pm)

Participants: Phillip, Anson

1. Virtual meeting on Zoom
2. There seems to be some bugs in Anson's parser that is making the text that appears on the screen unnatural in sequence. Anson will work on debugging this.
3. Phillip asked some questions to Anson about his parser, got them answered. Will work further on making the code dynamic.
4. Decided to get rid of animal hunting for now.
5. Phillip asked Dr. Sid Chau whether if it's okay that the game has not automatic tester => He answered that it might be okay if the documentation is good.
6. Anson has debugged the levelmap in some nodes as there was a problem where the user would get a "null" node sometimes.

Meeting #10 (Thursday 20/05/2021 8:30pm)

Participants: Anson, Nayoon (Phillip wasn't here, he had tutorial at this time)

1. Anson and Nayoon worked on some automatic tester that tests the length of the game using an algorithm, as there hasn't been any until now.

Extra:

1. Lots of debugging communication over Messenger.
2. Phillip and Anson have refactored the code.
3. Anson uploaded a report and named the game "Pandemic Survival"

4. Phillip uploaded powerpoint presentation slides for demonstration, and he has also submitted minutes.
5. Used Asana to help schedule the project.