**Software Engineering G6046**

Record of team meeting n4

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| **Team Number** | 31 |
| **Names of team members present** | Giulia, Nguyen, Ore |
| **Meeting format** | Discord |
| **Date and time** | 18/03/2021 at 2pm |
| **Meeting co-ordinator** | Nguyen |

1. **Issues discussed at this meeting**

* Further discussion on IDE to use, using BlueJ/IntelliJ instead of NetBeans
* Divided classes for each person in order to separate them into sprints and come up with requirements
* Discussion on difference between players and person cards, also for weapons and rooms
* Not making a Card class but rather reference an object like weapon or room
* Implementing a main game class to initialise the game at the end and use it to call, create and link everything else
* Using a superclass for all the objects (for weapons, people, rooms)

1. **Decisions agreed at this meeting**

* Class division (Ore: person class & agreed to make the class diagram; Nguyen: game main level, interface; Giulia: room, dice; Rashnah: weapons and cards)
* Implementing a main game class to initialise the game at the end and use it to call, create and link everything else
* Agreed that level class will do most of the work using player class methods and shared document in google doc to add things to the classes as we make them
* Agreed on keeping each other updated on the code via group chat so we can still work together even without having a meeting
* Decided to use BlueJ since its interface is relatively easy to work with and everyone in the team has used it before.

1. **Date of next meeting**

30/03/2021 at 3pm

**END**