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Date	Details of Meeting
15/10/2021 12PM - 2PM	Begin UML diagram
17/10/2021 10AM - 11AM	Finalising initial UML diagram, and begin planning of implementation. Tasks assigned to finish off Milestone 1 + Walten assigned to creating skeleton structure from UML.
22/10/2021 11AM - 1PM	<p>Assigning tasks for implementation and begin working to achieve Milestone 2.</p> <p>Updating UML to fit with Milestone 2 requirements.</p> <p>Bill was absent for the meeting(needs to upload assumptions to repo.</p> <p>Assigned tasks for Milestone 2:</p> <ul style="list-style-type: none">- William: Items- Walten: Enemies- Steven: StaticEntities- Edward: Observers- Bill: Files/Games <p><i>Addendum: Bill contacted the group after the meeting to acknowledge the task given to him. Assumptions changed to everyone's responsibility, since it would be more reliable if everyone came up with them as implementation took place.</i></p>
29/10/2021: 12PM	<p>Confirming progress of Milestone 2 work. Items have been completed and staticEntites close to finish. The rest are still working on testing. Merging Items branches along with added features to make implementation easier for other members.</p> <p>Prepare to finish all parts for the final meeting before the due date on Sunday.</p>
31/10/2021: 1:15PM	<ul style="list-style-type: none">- All members present for meeting- Discussed how to finish up all remaining tasks(goal handling, tick, bombs, JSON file handling)- Merging all branches into master.

1/11/2021: 10:30AM	<ul style="list-style-type: none"> - Finish implementing tick + interact +testing(Everyone)
8/11/2021: 1:00 PM	<p>Attendants: Everyone</p> <p>Discussion:</p> <ul style="list-style-type: none"> - Progress check on Milestone 2 requirements. Key/Door have been fully implemented by William, and Entity/Item Factories completed. Battle still needs work(Edward thinking of possibly removing Observer Pattern). Bill seems to have implemented One_ring, it needs battle to test. Walten has implemented zombies spawning and mercenaries being bribed, still needs spider. Steven is able to break a spawner but still needs to sort out some bugs with it. - Allocation of work for Milestone 3. Walten will work on bosses, and try to get something working with pathfinding, William will try to get new items/entities started. Others will help when they are done with their parts.
9/11/2021: 1:00 PM	<p>Attendants: everyone</p> <p>Discussion:</p> <ul style="list-style-type: none"> - Static Entities, Zombie Spawning and the one_ring have been implemented. - Whilst battle seems to work, there is still a bug with player attacking mercenary despite already being bribed. - Mercenaries still stay interactable after being bribed, and do not use bribe amount. Walten to fix. - There is a bug where a bomb is placed down, but when picked up again, it disappears. Bill to handle the fix. - Battle still needs to account for allied mercenaries battling, and battles do not end in a single encounter. Edward will handle this. - Pathfinding readjusted assignment to Steven. - William to handle exceptions that need to be thrown in DungeonManiaController.

	<ul style="list-style-type: none"> - William to update UML.
12/11/2021: 12:00PM	<p>Attendants: Everyone</p> <p>Discussion:</p> <ul style="list-style-type: none"> - Several Issues remaining with pathfinding, there appears to be an infinite loop problem. - Bomb bug has been fixed. - Most exceptions that are required to be thrown have been added. - The battle bug from the last meeting has been fixed. - Mercenary bribery has been fixed. - Radius issue with bribery/control: seem to be bribing from more than 3 spaces away. - Walten cannot attend meetings on Sunday 14/11.
14/11/2021: 1:00PM	<p>Attendants: Everyone except Walten</p> <p>Discussion:</p> <ul style="list-style-type: none"> - Pathfinding fixed and implemented, along with swamp tiles. - All exceptions have now been included. - Radius issue with bribery/control appears to have been fixed. - Hydra Battle including Anduril logic still needs to be handled. Stevens assigned this. - Still need to make invincibility potions have no effect on hard mode, and mobs not battling on peaceful. Edward to handle. - Mercenaries still need to spawn at player spawn point every so often. William to handle. - Player can still hold multiple keys, when it should only be allowed to hold one. Bill to handle. - Some of the code still needs to be tested more. Coverage has not been run yet, but estimates for how much we have are grim. Everyone to handle. - The UML diagram still needs to be updated to reflect new design changes. Everyone will handle during or after the additional tests have been implemented.

<p>14/11/2021 9:00PM</p>	<p>Attendants: Everyone except Walten(Bill needing to leave part way through) Addendum: Walten joined at 11:00PM and helped with tests Discussion:</p> <ul style="list-style-type: none">- All previous bugs appear to have been fixed.- Add more tests for coverage(Everyone). Addendum: 85% coverage reached- Hydra not spawning bug: Edward. Addendum: fixed.- UML diagram has been updated.
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