

Meeting (2/03/2022)

- Agenda:
 - Discuss interfaces and push all successful interfaces to main branch
 - Decorator design pattern?
 - StarMario, FireMario, DamagedMario(?) classes?
 - Should we have a Game Object Manager? (to definitely know who owns the objects?)
 - IGameObject?
- Members Present:
 - Everyone (minus Ben)
- Notes:
 - Decided to combine IDrawable and IRemovable because anything drawable to the screen will also need to be removed
 - Decided to add GameObjectManager after 2/2/22 lecture where Professor said it was a good idea
 - Decided we did not need IAnimatable
 - Decided to add Decorator Classes
 - StarMario, FireMario, BigMario, LittleMario
 - General interface notes:
 - Change interfaces to public
 - Get rid of access modifiers to methods
 - Add comments to interface methods
- Next meeting
 - After class Monday

Make sure to message Cat when interfaces are complete so they can be approved and pushed!

Make sure to add your notes to Team Game Overview doc!