

Meeting Agenda

Date: 24-03-2017

Chair: Karl Wikström

Participants: Karl Wikström, Mattias Torstensson, Luka Mrkonjic, Agnes Mårdh

1. Objectives (5 min).

1. Maven doesn't seem to work on our MacOS machines
 - a. Where it actually works it crashes the JVM instead
2. Plan the programming and keep everyone updated and informed

2. Reports (15 min) from previous meeting

- Karl
 - Has worked more with maven and git
- Luka
 - Tried to resolve issues with Maven without success
- Mattias
 - Created project skeleton using Slick2D and setup Maven & Git for it
 - Created a UML class diagram sketch
- Agnes
 - Tried to resolve issues with Maven without success
- Everyone
 - Worked with use cases and had a meeting with supervisor/mentor

3. Discussion items (35 min)

Test libgdx instead of slick2d due to issues with slick2d.

If neither works we'll fall back on java.awt.

We'll mostly work in groups of two to minimize confusion and maximize efficiency.

These groups consist of:

- Luka & Karl
- Agnes & Mattias

We will work by setting up an overview of how the program is supposed to work with the help of UML diagrams and then distribute sections of the program to the two subgroups. They can then work out the specifics needed to complete that part of the program and either implement it as a pair or divide it further into even smaller parts, like specific methods or classes, and implement them independently.

4. Outcomes and assignments (5 min)

We encountered issues while using Slick2d and decided to switch to libgdx which seems better suited for our project.

On monday we'll work with the RAD and the UML to gain further understanding on how we're going to code our game.

Our main focus at the moment is to find a suitable framework to use with the project that works without crashing.

5. Wrap up

Unresolved issue: Maven doesn't seem to work on our MacOS machines

Next Meeting: Monday lunch 12:00 -> 13:00 2017-03-27

LV2 Meetings: Wednesday Lunch meeting (12-13)

Monday lunch (12-13)