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The Flying Hippo

Meeting notes

Block 2 Week 5

**Date:** 21/05/2019

**Time:** 14:15 – 14:45 **Absent members:** None **Minute man:** Stef **Agenda guy:** Yosif

**Sequence diagrams**

We need to improve our sequence diagrams, the last one (one from Nikolay) is what the client expected. The sequence diagrams shouldn’t have lists and loops should be displayed correctly. Also position things better.

**Unit tests**

Unit tests should be expanded more. Statistics was missing and some things weren’t tested. (like the service). We should also ask ourselves: How does our application handle things that are not suppose to happen? Write tests for if exceptions are thrown.

**Persons**

Client wants to select the type of persons he spawns.

**Unity**

For unity the client suggested with each pull unity does, correct the places of the persons so the application would look more smoother.

**Bitmap and grid**

Mr. Chung told us to use the bitmap only for saving and loading and not for our system. If we have time we should change it but only do it if it is possible.

**Grading:**

Mr. Chung gave us a 9 for this iteration. This is not a 10 because of the documentation and the unit tests not being complete. He was also impressed about our technical work.

**Next iteration:**

Polish code, fixing buggs, finalizing. If we have time left we can add scenarios (maps you can load with people and fires spawned already). And show multiple simulations record to compare.

The final deadline for this iteration is week 8 Monday before 9 am.