

Meeting Agenda

Date: 22/5-15

Time: 13:30

Facilitator: Joel Hultin

Participants: Jacob Duvander, Joel Hultin, Jennifer Linder och Jenny Orell

1. Objectives (5 min). Resolve any issues preventing the team to continue.

DeathScreen/StatsScreen.

Fix profile.

Pausemenu.

Bullets need to disappear.

Weapon change.

More enemy textures.

And make a better map/more maps.

SDD

RAD

Write Report.

Make sure all tests are made and JaCoCo.

Check with STAN and FindBugs if our code is good.

Refactor duplicated code.

Cleanup the code.

Make a presentation.

2. Reports (15 min) from previous meeting

Jenny - Finished Weapon and Bullets, and made new texture for weapon and bullets.

Fixed tests for Player.

Joel - Finished the DeathListeners and so that it can be handled. Made it possible to switch character. Written tests for character. Made a solution resize and concurrent modification error.

Jacob - ConfigureControl is done. Has looked into background images and found a solution. Refactored in PlayView. Implemented a solution for resize problem. Made test for Level. Made a EndScreen. Character and Enemy animation for damage taken. Refactored in AnimationHandler.

Jennifer - Has fixed World and Body interface. Enemy and Character are able to deal damage. Enemy movement is fixed. Has made tests for Enemy. Fixed so that ContactListener doesn't create strange dependencies. Has created a new enemy.

We have together discussed tests and read through our code for each other.

3. Discussion items (35 min)

Discussed bug where character keeps direction from previous game.

We discussed to make Profile after more important tasks has been done.

Discussed Bullets removal when collision and when they went off map.

Discussed Bullet direction.

Discussed Weapon if we should have one weapon for each character.

Discussed if we should have a MapChooser which lists all the maps in a for-loop.

Discussed refactor code.

Discussed STAN and FindBugs.

4. Outcomes and assignments (5 min)

Jenny - Fix so that bullets disappear. Fix Character Weapon. Fix RoCCModel test.

Joel - Fix FileReader and FileWriter. Fix death and Character selection better.

Jacob - Fix Victory- and Death-Screen. Fix PauseMenu. Fix another Enemy texture. Fix a Level-Chooser.

Jennifer - Refactor ContactListener. Fix RoCCModel test.

5. Wrap up

Next meeting: Monday, 25/5-2015, 10:00