Meeting protocol

Date: 2014-05-12

Facilitator: Eric Bjuhr

Participants: Joel Tegman, Emilia Nilsson, Oskar Jönefors, Eric Bjuhr

Objectives

- The tests are not done. We cannot fully continue with the product until they are.
- Implement additional use cases.
- Fix bugs.

Reports

- All of the objectives and most assignments are completed (untanglement, creation of interfaces).
- Still more testing to be done.
- Fixed many PMD and Findbugs violations.
- Additionally we have implemented fullscreen mode and camera movement.

Discussion items

- We discussed how to implement a goal.
- Refactoring of GdxMap.

Outcomes and assignments

- We decided that both playable characters should reach their own respective goals.
- We will create a new interface BlockMapListener, which will listen to insertions and removals of Blocks in the BlockMap.
- We will make GdxMap a view-only class by not implementing BlockMap, and BlockMap a concrete model class with a constructor, that will be created in GdxFactory.
- Eric should
  - Bugfixes, implementing new use cases
- Joel should
  - Model testing
- Emilia should
  - Refactoring of GdxMap
- Oskar should
  - Bugfixes and testing, implementing new use cases

Wrap up

Next meeting: Wed 2014-05-14 13:00