

# Meeting protocol

**Date:** 2014-05-14

**Facilitator:** Oskar Jönefors

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

## Objectives

- Several tests have to be written. The test coverage of the main classes is way too low.
- A playable and challenging game level has to be created.
- A game menu has to be created.
- Some bugs have to be squashed.
- Some more graphics and animations would be nice. Maybe sound effects. Low priority for now.

## Reports

- GdxMap is now a pure view class, with the new class BlockMap as it's model. BlockMapListener has been written and implemented.
- The goal mechanism is almost done.
- A MiniMap has been implemented into the game, that shows an overview of the current stage and it's players.
- Test classes have been written for Player, Block and Model. More have to be done.
- A walk animation is done, and will soon be implemented.

## Discussion items

- What should be asked at the supervised meeting tomorrow?
- What is left to do to make the game presentable?

## Outcomes and assignments

- It's decided that we should ask our supervisor about:
  - Our rebase strategy
  - Do we need more documentation/comments?
- Eric should
  - Write tests
- Joel should
  - Finish goal mechanism and AnimationFactory, expand PlayerTest
- Emilia should
  - Make character animations and expand BlockTest.

- Oskar should
  - Make some block graphics and write tests. Especially expand the ModelTest.
- Group should
  - Work towards 1337 lines of code each.

## **Wrap up**

- Next meeting Mon 19/5 10:00