Meeting Agenda

Date: 19/5-15, 13:37
Facilitator: Alexander Karlsson
Participants: Kevin Hoogendijk, Alexander Karlsson, Alexander Håkansson, Maxim Goretskyy

1. **Reports from previous meeting**

   Karlsson has finished the Caps minigame and fixed the memory leak when starting minigames. Goretskyy has finished the Cortége minigame and added three use cases to the RAD. Both Cortége and Caps have been added to the game. Håkansson has made a pause menu, and small additions such as NPC name being visible in dialogs and added some NPC skins. Hoogendijk has finished the statistics view.

2. **Discussion items**
   a. RAD, SDD & Report
   b. Inventory view
   c. Minigame score system
   d. Game win screen
   e. Release 0.3
   f. Translation to Swedish

3. **Outcomes and assignments**
   a. When this week is over we have an internal code deadline. After this only minor bugfixes will be made, no new features will be added to the game. During the last week we will focus entirely on administrative work.
   b. A view for the inventory will be made and added to the menu.
   c. The highest grade achieved for each minigame will be saved in the stats. Stats will handle the conversion from grades to hec, if you get a higher grade than you recieved before you will receive the additional hec you missed previously. However if you've already gotten the grade 5 on a minigame it is impossible to get more hec from this minigame.
   d. When you get 300 hec a simple dialog will be shown congratulating you. The GameModel class will listen to stats, we will create a GameWonListener that the GameModel will implement. We will add enough hec to the game so it is possible to win the game.

    e. The next release will be uploaded before the next meeting.

    f. The game currently mixes Swedish and English, all english parts of the game will be translated to Swedish.

Håkansson will create and implement the GameWonListener and refactor the Stats class to work better with our minigame score system, furthermore he will make the inventory view. Karlsson and Goretskyy will focus mainly on administrative work. Karlsson will also translate the remaining English parts of the game to Swedish. Hoogendijjk will work on smooth movement when the player moves. Everyone will fix minor bugs if they are found.

4. **Wrap up**

Everyone will work on their assignments until the next meeting. The next meeting will be held Thursday 21/5-15 in our solar system.