

Meeting Agenda

Date: 2017-05-11

Chair: Olle Persson

Secretary: Jacob Torrång

Participants: Klas Ludvigsson, Jesper Persson, Olle Persson, Jacob Torrång

1. Objectives

- Add comments to all tests
- Add a bunch of test cases (eg: edge case for dropping an item when you have no item)
- Create proper mock testing
- Check exception handling (use find bugs!)
- Discuss hours when we can meet
- Discuss saveload game

2. Reports

- Jesper
 - Refactored code
 - Looked at lighting
- Klas
 - Continued developing save game
 - Gained some insights
- Jacob
 - Tried creating all the game objects
 - Realized that all the edges are weird when drawing them out
- Olle
 - Implemented billboard
 - Tried to fix problem with weird edges

3. Discussion Items

- Add comments to all tests that require it
- Add a bunch of test cases
- Create proper mock testing
- Discuss hours we can meet
 - We have to crunch to finish everything
 - Could be good to meet up to discuss eventual problems
 - Jesper look up and implement lighting until monday
 - Wednesday - Thursday
- Discuss saveload game
 - Make items have unique names

- Items are identical
 - How to save down behaviour
- What we need to finish
 - Fix UI
 - Findbugs
 - Fix tests
 - Refactor code
 - Move out Generate level
 - Fix dependencies
 - Fix visual representations
 - Fix savegame
 - Fix main menu
 - Fix RAD
 - Fix SDD
 - Fix Exceptions, if any

4. Outcomes and assignments

- Olle
 - Fix visual representations
- Jacob
 - Fix tests
- Klas
 - Fix savegame
 - Fix mainmenu
- Jesper
 - Fix UI
 - Fix mainmenu

5. Wrap up

Next meeting 2017-05-15