

Meeting Agenda

Date: 2017-05-19

Chair: Olle Persson

Secretary: Jacob Torrång

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

1. Objectives

- Findbugs
- STAN
- Scenes

2. Reports

- Jacob
 - Fixed model STAN issues
 - Continued on behaviour
 - Updating tests with MockItems
- Olle
 - Fixed engine STAN issues
 - Added dependency injections
- Jesper
 - Implemented display of UI objects
- Klas
 - Looked through findbugs
 - Fixed some red bugs
 - Asked Sebastian about Cloneable
 - Implemented save-load interface
 - Implemented being able to load bodies into scene

3. Discussion Items

- Findbugs
 - Just implement Cloneable
 - Everyone look up findbug and fix issues concerning them
- STAN
 - Some thing are already fixed
 - Same as with findbugs, everyone fix issues concerning them
- Scene
 - Move input down a level from game to scenes
 - Separate main menu from game

4. Outcomes and assignments

- Jesper
 - Fix UI
- Klas
 - MainMenuController
- Olle
 - Fix billboards
 - Check the implementation of the controller
- Jacob
 - Fix Behaviour (today)
 - Update tests with MockItems
 - Make Behaviourtest
 - Update SaveTest and integrate

5. Wrap up

Next meeting 2017-05-22