

Meeting Agenda

Date: 2017-04-05

Chair: Klas Ludvigsson

Secretary: Jacob Torrång

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

1. Objectives

Make unit test

Choose a prototype

Discuss different approaches in terms of prototyping

2. Reports

Jesper has made a prototype

- Can rotate and move

- Walls blocks player movement

- Has tiles

- Has levels

Olle has made a prototype and looked at how to make a graphics engine

- Can rotate and move (player only)

- Looked at meshes

Klas made a prototype

- Can rotate and move

- Has tiles

- Can't move over edge to non-existent tiles

Jacob has made a prototype

- Working input

- Can rotate and move

- Has tiles

- Has levels

- Generates walls and openings

- Walls blocks player movement

3. Discussion Items

- Player's position, on tile or own position separate from tile?
 - We will think about it.
- Generation of levels? In what steps?
 - Get coordinates

- Unit tests?
 - Make after meeting
- Choose prototype?
 - Choose after meeting
- Add linear algebra library?
 - Make our own
 - We need vectors (positions, for example)
 - We need matrices
 - Need operations between them
 - Standardize the use of them
 - Specify on trello everything we need
- How to fix potential multiple instances of classes? Singletons?
 - Static if you can, but singletons otherwise
 - Fix the classes we already have
- Comments? How to write?
 - NOTE (name): comment
 - TODO (name): comment
 - So that you can ask the person who made the comment if you've got questions
 - Ask if we need to author every function
- Junit version?
 - Use 4.12
- How to deal with meshes?
 - Can't remember
- How to delegate tasks?
 - Trello
 - Communicate on slack
- Design stuff
 - Keep in mind
 - Do when applicable
 - Not singletons everywhere

4. Outcomes and assignments

Make unit tests straight after meeting

Choose prototype

Check Trello and pick assignments

5. Wrap up

Meeting tomorrow at 11, 2017-04-05