Group meeting for Group 15, Panic on TDAncefloor

Date: 2017-03-30

Chair: Gustav Lahti

Participants: Gustav Lahti, Magnus Wamby, Rikard Teodorsson, Farzad Besharati

1. Objectives (5 min). Resolve any issues preventing the team to continue.

- Read up on LibGDX.

2. Reports (15 min) from previous meeting

- Domain model finished?
- UC-UML not finished, forgotten..
- RAD is presentable.

3. Discussion items (35 min)

LibGDX

- Has its own joysticks.
- Has 2D-plane handling.
- Seems like a reasonable choice.
- JMonkeyEngine worse at 2D.

Domain Model

- Add environment.
- Probably still easiest using Inventory and Storage.

Item handling

- Not relevant now.

UML

- Needed to start with the prototype.

4. Outcomes and assignments (5 min)

Outcomes

LibGDX

Keep LibGDX at the moment since it seems like it would be a good support to the project and JMonkeyEngine doesn't handle 2D-games as well.

Domain model

Add map and obstacles (or similar) since it would add more fun to the game. Keep Storage since it seems like a reasonable way to handle the player's surplus Items.

Item handling

Discussion of more detailed Item handling is postponed until later in the project since it is not useful discussing it at this point in time.

Assignments

- Magnus will make the UC-UML.
- The group will start working on the Implementation-UML together.
- Gustav will update the Domain model.
- The group will read up on LibGDX.
- The group will prepare slides for presentation on Monday (2017-04-03).
- Gustav will create a documentation folder on GitHub.

5. Wrap up

Next meeting will be on Monday (2017-04-03) in group room 5209.