

Group meeting for Group 15, Panic on TDAncefloor

Date: 2017-05-21

Chair: Farzad Besharati

Participants: Gustav Lahti, Magnus Wamby, Farzad Besharati

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

- The group feels that aren't many issues to solve left

2. Reports (15 min) from previous meeting

- Gustav & Magnus has finished refactoring and implementing the new model builders
- Farzad has finished the storage component of the InventoryView and has made available a texture atlas of items

3. Discussion items (35 min)

- Still work to be done in refactoring PoTDA
- There is a need for a StorageModel
 - Requirements:
 - Contain an arbitrary amount of items
 - Present items as multiples
 - Remember which are recent
 - Could be done with a Java collection Map
 - Or Arraylist
 - Or three lists (one for Item, one for the amount of items, and one for if it's recently added)
- Bigger arena
 - Maybe re-generate walls every level?
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4. Outcomes and assignments (5 min)

- Farzad will finish StorageModel/View
- Magnus will finish enemy spawning
- Gustav will work on general code improvement and work on other things as needed

5. Wrap up

Next meeting will be on 2017-05-23 13:00-17:00 in M1213B

Work will continue 2017-05-22 13:00-17:00 in 5209