Meeting protocol

Meeting 14

Discussion items
1. We had some discussion about final hand-in again and talked about what we needed to fix. Still a lot of unknowns as the administration has not answered our questions yet. Still, we started working on checking the code and looking for smells. We then went on to check in our documentation and saw that we needed to add JavaDoc to the newly added methods and classes. We also saw that we needed to update our domain-model and possibly make small changes to SDD and RAD.

Outcome
1. First we did some fixes with code. Fixed some bugs with leaving and rejoining games and in multiplayer. We also fixed leaving and restarting games in singleplayer. There were also fixes to the code, removal of redundant and unused code and methods. Some fixes to getters as well. We had getters that gave more than they needed. For example when we wanted the position of the camera we would send the whole camera object which contained a lot more info than just its position.

We also decided to have a meeting next morning to go over the same things again just to be sure everything is alright. We might also have received a response on the questions we have about the final hand-in so we can talk about that and eventually fix things depending on the answer(s) we get.