

Meeting protocol

Meeting 13

Discussion items

1. We talked about the final hand-in of the project which is this friday. There are certain parts of it which are unknown how and if they should be a part of the final hand-in.
2. Obviously for the final hand-in we also had to fix everything so all documents are ready and the code and game is in a functionable state. We talked about looking through to possibly find places where we could implement design principles better or change it to better follow the MVC-structure.
3. We also decided to be basically “finished” with the game. No new additions of content were to be made, only fixing code. The only thing to do with the project is to make it “better” in the form of following OOP-principles and MVC-structure.

Outcome

1. We sent a message about the final hand-in to examiner Alex Gerdes and Pelle Evensen. Waiting for an answer. We also did the self evaluation and handed it in.
2. We have to fix and update our UML diagrams, there is a lot of new code that is currently not a part of any UML we’ve created. There are a lot of fixes to be made for the server and the game. We did some of them such as fixing so missiles are visible to other players. We also fixed a volume slider for the sound (music) in the game.
3. Yeah, no new content was added or to be added, no new power ups or vehicles, only very minor things such as other pictures for the power ups and volume slider etc... We also changed it so music is now a part of the view and not the controller package to better follow MVC. Changing the music from controller to view was a part of the peer review we got on our project.