

Meeting Agenda

Date: 2015-05-27

Facilitator: Johan Carlshede

Participants: Johan Carlshede, Johan Iversen, Johannes Hildén, Oskar Willman

1. Objectives

- Plan the last half of the final week

2. Reports

- Johan Iversen - Made changes to remove some unwanted dependencies between packages. Did some debugging on a nullpointerexception regarding fixtures.
- Johan Carlshede - Almost finished with map generation. The mapgenerator now completes the entire map with every essential room without apparent issues. Mostly cleanup left.
- Johannes Hildén - Worked on the enemy and hero attacks, fixing bugs. A lot of refactoring according to Stan.
- Oskar Willman - Worked on test files.

3. Discussion items

- What has highest priority

4. Outcomes and assignments

For the entirety of next week:

- Features
 - Attributes menu, with different stats that can be increased when the hero has gained enough experience points.
 - Gain exp and level-ups from killing enemies.
 - Chests. Randomly placed, random contents.
 - Boss. The game ends when it's killed.
 - Start menu.
 - Sounds/music. "Creative commons".
 - Make new rooms, use new tileset, "castle like". *Spooky Castle?*
 - Make weapons show when attacking.
 - Rings
 - Spells. Something simple. Heal / kill enemies etc.

- Ranged weapon.
 - Can be attacked and killed by enemies.
- Javadoc
 - Write Javadoc comments to every class
- Testing
 - Write test classes to all classes of type model.
- Look up dependencies with STAN
- Use Findbugs on project.
- Finish RAD and SDD.

- Johan Carlshede - Minimap, clean up code, add comments, whatever remains in the issue tracker if there is time.
- Johan Iversen - Add chests. Try to add flying enemy.
- Johannes Hildén - Implement weapon swapping, finish the enemy attack method, create more items.
- Oskar Willman - Finish the unit testing, continue working on functionality if there is time.

5. Wrap up

- Next meeting Sunday 31/5 20:00