

# Meeting Agenda

**Date:** 02-05-26

**Facilitator:** Erik

**Participants:** Victor Sandell, Erik Lundholm, Tobias Olausson and Christoffer Henriksson

**1. Objectives (5 min)** Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

- Polish (not enough time!..)

**2. Reports (15 min)**

- GUI (Scoreboard etc.)
- Fixes
- Game mode (KOTH)

**3. Discussion items (35 min)**

- Planning

**4. Outcomes and assignments (5 min)**

- We should have put more focus on planning and documentation

**5. Wrap up**

- End.

# Meeting Agenda

**Date:** 02-05-22

**Facilitator:** Tobbe

**Participants:** Victor Sandell, Erik Lundholm, Tobias Olausson and Christoffer Henriksson

**1. Objectives (5 min)** Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

- Networking nut
- GUI
- Sounds

**2. Reports (15 min)**

- Console
- JUnit test
- Javadoc
- More powerups

**3. Discussion items (35 min)**

- How to handle the network
- Gameplay

**4. Outcomes and assignments (5 min)**

- Erik will continue to work on network.
- The others will work on GUI and gameplay.

**5. Wrap up**

- Work!

## Meeting Agenda

Date: 02-05-13

Facilitator: Erik

Participants: Victor Sandell, Erik Lundholm, Tobias Olausson and Christoffer Henriksson

**1. Objectives (5 min)** Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

- Networking basics
- Sounds
- Simple GUI
- MVC-pattern
- RAD & SDD
- Add more Use Cases
- JUnit & Javadoc (see 18/4 meeting)

**2. Reports (15 min)**

- Position and size have been replaced with Shape:s to allow for easier collision detection.
- Object collision is implemented but still has flaws.
- New weapons have been added.
- Basic powerups have been added.

**3. Discussion items (35 min)**

- How to handle sounds.
- How to keep the model out of the View.
- GUI

**4. Outcomes and assignments (5 min)**

- Erik will start with the basic networking.
- Tobias will start looking into GUI design.
- Christoffer will look into sound handling.
- Victor will start designing and implementing game-flow. (New game, play, game over, respawn, scores etc)

**5. Wrap up**

- Every member of the group will finish their given assignments.

## Meeting Agenda

Date: 02-05-07

Facilitator: Victor

Participants: Victor Sandell, Erik Lundholm, Tobias Olausson and Christoffer Henriksson

**1. Objectives (5 min)** Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

- Work out gameplay

## **2. Reports (15 min)**

- Fixed various values of the entities (health, turn speed, damage)
- Shield
- Basic network classes

## **3. Discussion items (35 min)**

- How spawning works

## **4. Outcomes and assignments (5 min)**

- Work work work!

## **5. Wrap up**

- Work work work!

# Meeting Agenda

**Date:** 23-04-29

**Facilitator:** Victor

**Participants:** Victor Sandell, Erik Lundholm, Tobias Olausson and Christoffer Henriksson

**1. Objectives (5 min)** Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

- Start planning networking.
- Sound

**2. Reports (15 min)**

- The game is now a state based game
- Image handler
- More weapons has been added
- Testing with obstacles

**3. Discussion items (35 min)**

- Concurrency issues with the World

**4. Outcomes and assignments (5 min)**

- Everyone will research some about networking.

**5. Wrap up**

- Every member of the group will finish their given assignments.

# Meeting Agenda

**Date:** 23-04-24

**Facilitator:** Victor

**Participants:** Victor Sandell, Erik Lundholm, Tobias Olausson and Christoffer Henriksson

**1. Objectives (5 min)** Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

- Create more weapons for the game.
- The collision detection

**2. Reports (15 min)**

- The shooting mechanism has been successfully implemented. It's also possible to add new turrets (weapons) with different attributes.
- Plenty of javadoc and tests have been added.

**3. Discussion items (35 min)**

- How to fix the collision detection for projectiles, tanks and "terrain".
- A graphics handler needs to be implemented.

**4. Outcomes and assignments (5 min)**

- Everyone will research about collision detection. Erik will look into the graphics handler part.

**5. Wrap up**

- Every member of the group will finish their given assignments.

## Meeting Agenda

Date: 18-04-17

Facilitator: Tobias

Participants: Victor Sandell, Erik Lundholm, Tobias Olausson and Christoffer Henriksson

**1. Objectives (5 min)** Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

- Fix turret rotation: Currently the turret rotates around its corner.
- Make sure GitHub is registering Tobias' commits correctly.
- Implement shooting mechanism.
- Write Javadoc for the entire model.
- Write JUnit-tests for the entire model.

**2. Reports (15 min)**

A lot of the model have been implemented since last time.

**3. Discussion items (35 min)**

- How to fix the turret rotation and the tank positioning.
- How we are going to divide the work on writing Javadoc and JUnit tests for the model-classes.

**4. Outcomes and assignments (5 min)**

- Each and everyone of us should create Javadoc and JUnit-tests for the classes that have been distributed to each person.
- The distribution is as follows:
  - Tobias: AbstractWeapon, Player
  - Victor: Entity, MovableEntity
  - Christoffer: AbstractPowerUp, AbstractProjectile, AbstractTurret
  - Erik: AbstractTank
- Each member of the group should document anything that they feel like discussing during the next meeting.

**5. Wrap up**

- It's been decided that everyone should finish their given assignments.
- What's gonna be on the agenda for next time will be decided when it takes place.

## Meeting Agenda

Date: 10-04-13

Facilitator: Tobias

Participants: Victor Sandell, Erik Lundholm, Tobias Olausson and Christoffer Henriksson

**1. Objectives (5 min)** Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

- Finish the analysis model.
- Begin coding the model.

## **2. Reports (15 min)**

- Nothing.

## **3. Discussion items (35 min)**

- How dependent on Slick2D, if at all, the model should be.
- How we are going to complete the analysis model for tomorrow's presentation.

## **4. Outcomes and assignments (5 min)**

- The model should be pretty much completely independent of Slick2D.
- We will stay after the meeting and finish the analysis model together.

## **5. Wrap up**

- Next meeting we'll be discussing any problems that show up along the way.