**Date:**      2017-04-24
**Chair:**      Ludvig Andersson
**Participants:** Rasmus Lindgren, Markus Pettersson, Anthony Kalcic, Ludvig Andersson

# Meeting agenda

Group 10, Parallax

## 1. Objectives

- We need to discuss how far we have gotten on the previous assignments and then decide new ones.
- We need to discuss the class diagram
- We need to discuss how we solve the "./gradlew run" problem.
- We need to go through the general assignment description to see if there is something we have missed on the previous weeks or if there is something that needs to be done this week.

## 2. Reports from previous meeting

We have worked a bit on the project since last time, mostly in group sessions. We have during this time finished:

- Sound implementation, a class that will manage all sound, collecting and distributing it from the resources.
- Made the VR extension work on both phone and on the emulator. The project is now runnable in VR!
- Implemented support for playing with gamepads on both desktop and android.
- Implemented an on screen joystick controller for the phone.
- We have implemented a course and obstacles (no collisions yet). With this, the rendering has also been implemented.

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## 3. Discussion items

The work since last meeting has been going well, a lot of thing have been implemented and a majority of the goals have been accomplished. Despite this, we should work on our test based programming.

The group has to this point put the class diagram on hold, this has been quite successful and we have not really needed it  to this point. But with the complexity of the program being more and more advanced, we have think that a class diagram is something we should do in the near future.

Markus has worked some one the "gradlew run" problem, trying to find a solution for the error message we get when running the command.

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## 4. Outcomes and assignments

We came to the conclusion that the way we program is not test driven, and a better way to program is like this:

1. First we should write the class that needs to be implemented.
2. Then write the method heads.
3. Then create and implement the test-class for the class.
4. Make the logic in the method. Strive towards both a working program and working tests.

We decided on some goals on the previous meeting, these goals were set to be finished at the end of the Easter break. The goals were:

1. First UML
2. Playable course
3. Tests for implemented classes
4. Structure among classes
5. Background for the rapport

We have finished points 2, 4, 5 and partly point 1. Point 1 and 3 will be goals for next week as well.

We have decided to continue on the already existing base for the class diagram on one of the afternoons this week. It does not have to be finished, but getting further will help the group get an overview of the program, and a finished class diagram will be needed soon for the SDD.

This weeks assignment is to start working on MVC, this is something we are already finished with, the project is up to date and we have seemingly not missed anything.

- Ludvig will work on getting the cannon to shoot.
- Anthony will work on collisions
- Markus with a gamepad class.
- Rasmus with implementing a menu.

## 5. Wrap up

**Next meeting will be on Wednesday 08:00- 10:00 (2017-04-26)**