

Meeting Agenda

Date: 23/5-16

Facilitator: Jonatan G

Participants: Gustav G, Johan B, Robert P

1. Objectives (5 min). Resolve any issues preventing the team to continue.

Motivation to write.

2. Reports (15 min) from previous meeting

What we did:

Gustav: AI fixes, scenario refactors, added pauses between enemy actions, various fixes

Johan: Behavior and graphics for main menu + title screen, general cleanup of old TODOs and systemouts

Jonatan: Combat fixes, animation and refactoring. Units, flying & riding graphics. Memory leak fix (halfway done, memory still increase between different scenarios). Units now face each other in combat.

Robert: Statusview, show if unit is enemy, HP bars fix, player/enemy turn text.

3. Discussion items (35 min)

Additional scenario(s).

Wait all units (UC feature)

More useless stats? - Nope, stats done!

Based on the reports, the things left to do are:

Presentation!

SDD

- Everything but Definitions & make definitions better.
- Design goal
- Software decomposition

RAD

- *Count UC;s → recompile*
- Graphs and diagrams! (exists but not in RAD?)
- Functional Requirements 2.1.
- 2.3.1 Use case model
- 2.3.3 Domain model
- 2.3.4 User Interface, text motivating a picture. Screenshot from F.E?

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TESTS.

- Tests for Model classes
 - Board done ish
 - Items
 - Scenarios
 - states: done ish
 - terrain
 - units
 - utils:
- Combat utils...

Name of the game! check:

Skirmish - a game of pikes

4. Outcomes and assignments (5 min)

We need to stop adding features and focus on completion and polish.

Assignments:

All: Finishing touches, report. SDD. RAD, Presentation

Jonatan: Doc, combat utils test

Johan: Final cleanup, tests if necessary, docs

Gustav: Test Pathfinding, test AI. Wait all-funktion.

Robert: Test Units. Report. Test

5. Wrap up

Wednesday 13:00 - 15:00 @ 2515-E.