

Meeting Agenda

Date: 17/5 -16

Facilitator: Jonatan

Participants: Robert, Johan, Gustav

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

No problems

2. Reports (15 min) from previous meeting

Jonatan: Hasn't finished, but has done some misc work on things such as: fixing hpbars updating properly, damage text "animating", minor bugfixes

Johan: AI is almost implemented, "conflicts" to be fixed.

Gustav: Main menu, scenarios (kind of)

Robert: Status finished, hp bars finished. Started with tests

3. Discussion items (35 min)

Package structure, can you have cirkular dependencies inside of a package?

Refactorating states, weapons (and units).

Tests, SDD, RAD, Report (other course), presentation.

4. Outcomes and assignments (5 min)

DO TESTS!

DO RAD!

DO SDD

Gustav: Items refactor

Robert: State refactor & status extras.

Jonatan: Finish end state & combat info

Johan: gui for main menu

5. Wrap up

Next meeting: friday 9:20 @ 2516