Meeting Agenda

Date: 22/4
Facilitator: Maija
Secretary: Rebecca
Participants: Maija, Lisa, Andrea and Rebecca

1. Objective
Problem with JUnit tests in gradle.
Working with git, how we should work with different branches etc.

2. Reports
Everyone: Different frameworks - we switched from maven and swing to gradle and libGDX. We are still using tiled to make the maps for the game.
Maija: Have not looked into sprites, instead she has installed gradle and libGDX, handled all the problems! GRADLE EXPERT.
Andrea: Have made the map show on the screen. Have started looking into how camera works and implemented a "character", not full sprite just an example.
Lisa: Have looked into tests. It worked before we switched to gradle. Made tests for player and position classes. Have trouble to make it work on gradle at the moment.
Rebecca: Have started looking at it, started to connect it with the player class.

3. Discussion items
- Renderer to a model class instead of in view.
- http://www.oracle.com/technetwork/articles/javase/index-142890.html - a guide for MVC
- The problem with tests have something to do with dependencies.
- CRLF in intellij
- Comment more, both in the code and when pushing on git
- After the weekend we will sit together and merge everything we have done today and over the weekend.
- Start using slack to know what we are working on

4. Outcomes and assignments
Everyone: Together work on UML before weekend. Continue solving the test problem.
Andrea: Continue to get the world to work. And get a character to move
Maija: Work with character and sprites.
Lisa: Work with the world class. "Game rules"
Rebecca: Continue to work on collisions.

5. Wrap up
Next meeting will be on monday 25/4 at 12pm.