Meeting Agenda

Date: 2015-05-25

Facilitator: Jesper Olsson

Participants: Fredrik Bengtsson, Jesper Olsson, Anton Strandman, Ulrika Uddeborg

Objectives:

§1 Decide what to do until next meeting.

Reports:

- Clean up - Jesper
    - Factories
        - Partly, see discussion.
    - Look through the rest of the classes.
        - Resolved several bugs.
        - Moved some classes.
- RAD - Anton
    - Done
- SDD - Anton
    - Added more.
- Pause/unpause - Fredrik
    - kinda doneish
- AI - Ulrika

- - Finished. Might need bug fixes.

- End level - Fredrik

  - probably done

- Finalize profile menu - Jesper

  - Done.

- Profile update inputmanager - Ulrika

  - Done

- textures and models - Fredrik

  - not done,

Other:
- STAN - Structure Analysis for Java
  - Needs to change package structure
- FindBugs
  - Needs to solve several more bugs/bad practices
- Tests
  - most of the model classes have been tested, still a lot of work to do.

Discussion items:

All discussion items are postponed until next meeting to prioritize finalizing the report for the deadline tomorrow 26/5.

Other:

Points below are postponed until next meeting:
- Factories are not factories, more like code-to-view-converters, as they modify the nodes to represent the model. This can be made better.
- Refactoring
  - Player should not be aware of PlayerMoveControl

- ○ NPCs should not be aware of NPCMoveControl
- ○ Is it possible to close the app without using the view to call shutDown()?
- ○ PlayerHealthControl should not tell the view to update the HUD
  - ■ Use observers?
- ○ How to use subpackages:
  - ■ Should interfaces, abstract and concrete classes be in the same package or or use subpackages?
- ○ Could we use observers so that model does not need to tell utils?
- ○ Spawnpoint has a ISpawnControl, which it tells to spawn models. Instead, put the ISpawnControl upon a Spawnpoint?

Outcomes and assignments:
- ● Complete the report
- ● Complete the RAD
- ● Complete the SDD

Wrap up:

Next meeting: Thursday 2015-05-28