

# Meeting Agenda

**Date:** 2015-04-29

**Facilitator:** Jesper Olsson

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

## **Objectives:**

§1 Discuss results of the news on Monday related to test driven design and **no** jME3 code in Model.

§2 Decide what to do until next meeting

## **Reports:**

- (Dynamic) Keybindings
  - Improved static Keybindings, not fully integrated
- Camera
  - Due to refactoring of code, the chase camera has not yet been added. It will be implemented in the appropriate class when they are more finalized.
- Checkpoints
  - Work has begun but due to major refactoring of code has not finished. Fredrik will finish until next meeting.
- Menu
  - Work has not started, Anton has focused on refactoring code based on the news from Monday.

## **Discussion items:**

From the paragraphs above:

1 Anton has refactored the code which will, hopefully, be an acceptable solution. There are no imports from JME3 in the model classes.

### **Outcomes and assignments:**

- Keybindings - Jesper
  - For dynamic bindings: needs to be able to differential e.g. mouse from keyboard
  - InputManager instance ONLY in InputManagerWrapper, other managers are helpers.
- Camera - Ulrika
  - Add a CameraWrapper
- Checkpoints - Fredrik
  - GhostControl
  - No texture
- Menu - Anton
  - MainMenuAppState
  - Basics: "New game" and "Exit game" buttons
- SpawnPoints - Fredrik
  - Alike to checkpoint
  - Listens to collisions with player
  - Has data about what to spawn, sends out event about ghost collision
- EventHandler - Fredrik
  - Event bus
  - All collision events and ghost event, maybe more
- Javadoc - Anton
- Other use cases
- Update RAD
  - Add use case for changing keybindings
  - Add methods and fields to UML

### **Wrap up:**

Next meeting: 2015-05-04