

Meeting Agenda

Date:2014-05-20

Facilitator:Jacob Genander

Participants:Erik Pihl, David MichaÅ«lsson, Danie
l Jansson

1. Objectives (5 min) Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

- Resolve any TODOs and remove any unnecessary comments in the code.

- Complete more tests.

- Prices on towers need to be displayed correctly

- Check that all tower ranges are displayed correspondingly to their actual shooting range.

- Make bullets not shoot in the lower left corner of an enemy image.

- Make more images for towers.

2. Reports (15 min) From previous meetings, (un)solved issues, etc. , see also 4

- More tests need to be created or completed.

- The code is partially cleaned, but there is still some work to do.

- Minor changes have been made to extract code from MapScreen class.

- Graphics have been created, but there are some towers that need new graphics.

- EnemyList is shuffled.

- Upgrade cost is now shown.

- The number of enemies left in a wave are not sh

own, but maybe itâ€™s not
important to do so either.

The first wave does not start automatically now
. The player has to click on
next wave.

The tower coordinate issue is now fixed.

The writing on RAD,SDD and the report has been
continued.

3. Discussion items (35 min)

No discussion needed. The game is almost complete
d.

4. Outcomes and assignments (5 min)

Erik should resolve any TODOs.

Jacob should make more tests.

Daniel should make more images for towers.

David should check that towersâ€™ shooting range and their price are displayed correctly.

5. Wrap up

Next meeting will be on thursday.