

Meeting Agenda

Group: Super duper Omega gruppen

Date: 2020-09-15

Chair: Oskar

Participants: Samuel, Oskar, Erik, Behroz, Sebastian

Objectives (5 min)

- Create more user stories
- Assign tasks

Reports (15 min) from previous meeting

Last meeting we realized that we need more user stories. So far we had tried to develop in a way that allowed us to implement almost anything. For example “what if an enemy needs to be able to damage a tower in the future”, we had a way to easily implement that. After talking to Alex we realized that we’re better off figuring out our stories first because that means that our code won’t be overly abstracted to allow for features we don’t even want to implement.

Discussion items (135 min)

We discussed which Bears (towers) should exist in the game and wrote them down in the RAD. We also decided on how bear upgrades should work and which Fish (enemies) should exist.

We had difficulties deciding how to format our stories for those bears and fishes. We decided to create three very big stories; one for all the bears, one for all the fishes, and one for the upgrades. We might break those stories up in the future since they are very large but at this point we don’t know which bears and fish we want to prioritise first.

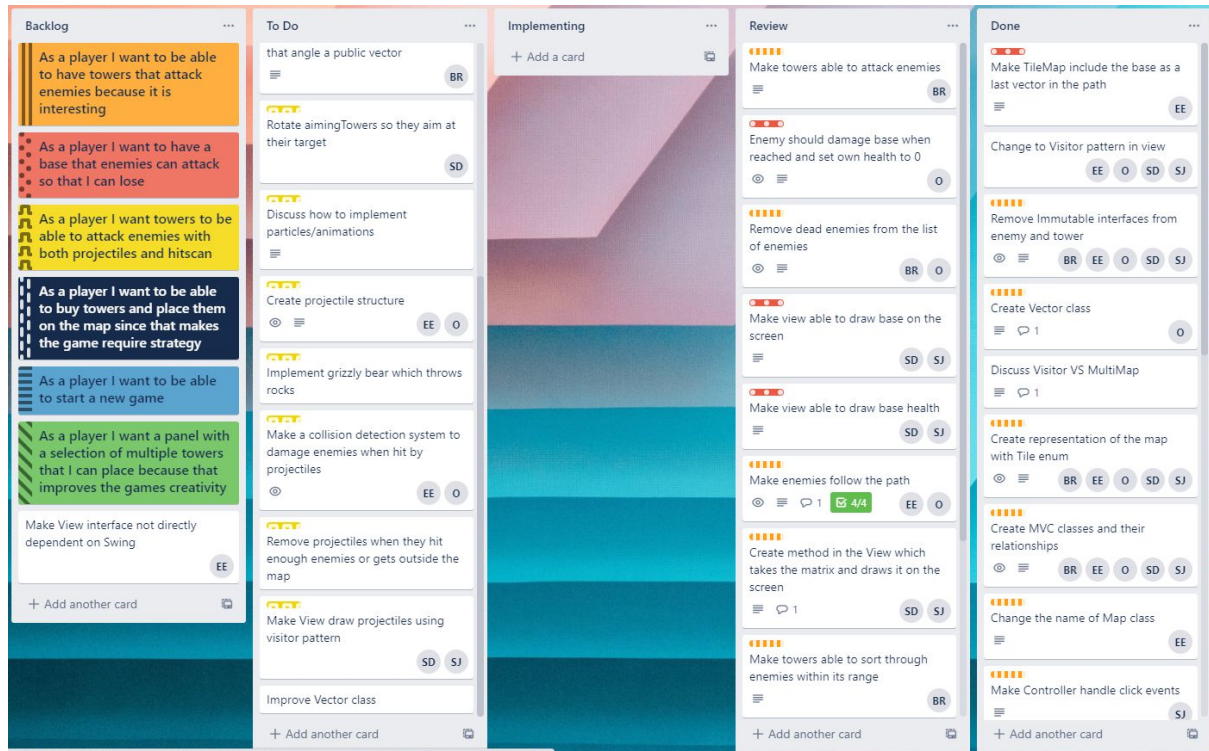
We then looked through our tasks to figure out if some of them are overabstractions based on our current stories.

Projectiles: Some go straight, some are heat seeking. Some explode, some damage directly, some have piercing and go through the enemy to damage the next one. Some also disappear after a certain distance. We therefore decided that they can be implemented with an abstract class, instead of delegation like we have done with towers.

Enemies: Enemies differ in speed, health, how they move (flying) and abilities like temporary resistance, regen, explosions which damage other enemies. Since only the blobfish can damage other fish, that one requires some specific information (like a reference to all the enemies) which might lead to problems in the future. We might still be able to do it with an AbstractEnemy instead of delegation.

Outcomes and assignments (5 min)

We created some new tasks from our new user stories and assigned them to people. This is our current board:



Wrap up

Next meeting: Thursday 2020-09-17: 13:00