

Meeting Agenda

Group: Super duper Omega gruppen

Date: 2020-09-21

Chair: Samuel

Participants: Samuel, Oskar, Erik, Behroz, Sebastian

Objectives (5 min)

- Create new tasks and assign them.
- Decide if the implemented particle system is good or bad.
- Decide if the implemented event system is good or bad.

Reports (15 min) from previous meeting

Samuel and Sebastian made it so that towers now rotate. The tile the mouse is hovering is now highlighted, and the controller now sends what tile is pressed to the model.

Sebastian made it so the view shows projectiles.

Erik created a particle system and an event system so that the view can listen to specific events sent by the model to create particle effects (for now, will be expanded in the future). Also two minor improvements with methods in interface.

Behroz added a new base tower that concrete towers can implement, called aiming tower. It contains an angle attribute and methods to change that angle. He also implemented the first concrete tower, called grizzly bear. These can attack enemies with rock projectiles.

Oskar implemented LinearDoubleDistribution and Distribution interface to be used in the particle system.

Discussion items (135 min)

Positives with the current implemented system: no need for "extends". Drawback: need to override a lot of methods to create a new emitter. We also brought up the idea of using a builder pattern instead of current implementation.

We don't like how all events have an angle, even if it's set to 0. having it makes it type secure. Also discussing if it's possible to instead send in a class instead of an object. Generally the event system seems to work with minor improvement after discussion. Other than that the Event system is absolutely amazing.

We (Erik) also had the idea of Game reading sent events to see if enemies have died and then give currency from that.

Outcomes and assignments (5 min)

We decided that we'll ask the Pelle what we should do about the particle system.

We felt that the current event system was pretty good with some improvements.

We decided that we need to finish more of the tasks we have before jumping on new stories.

Wrap up

What to do about angels in Event.

Next meeting: 2020-09-24 13:00