

Meeting Agenda

Group: Super duper Omega gruppen

Date: 2020-09-10

Chair: Sebastian

Participants: Samuel, Oskar, Erik, Behroz, Sebastian

Objectives (5 min)

- Add more tasks
- Sketch a gui
- Create a domain model

Reports (15 min) from previous meeting

Problem that has come up:

- How does the enemies take damage?
- How to find the start and end of the path that the enemies need to go?
- How to make the two vector classes not be kind of code duplicated.

Discussion items (35 min)

Add a spawn and a base in the tile enum would work to help with finding how the enemies need to go.

Make the towers that view is dependent on enums instead of the actual class. A problem with this is when we want to show a tower from a different angle, while from other towers we do not want to. This is added as a discussion point on trello.

We discussed and created a figma project to show how we should make the GUI for the game.

We discussed how we should start the next round in the game. We decided that we should start the next round when the player clicks on the next round button, and the player may click on the next round button while another round is still in the game.

We discussed where the towers the player can buy should go (buy menu).

We discussed how we should inform the player of what sorts of enemies that come up next round.

We discussed a progress bar. The progress bar should show how much enemies (health) are remaining of all the enemies on the map. The progress bar should go down from 100% (all enemies health added together)

We discussed about another “progress bar” (health bar) for the health of the base.

The progress bars should be on both sides of the map.

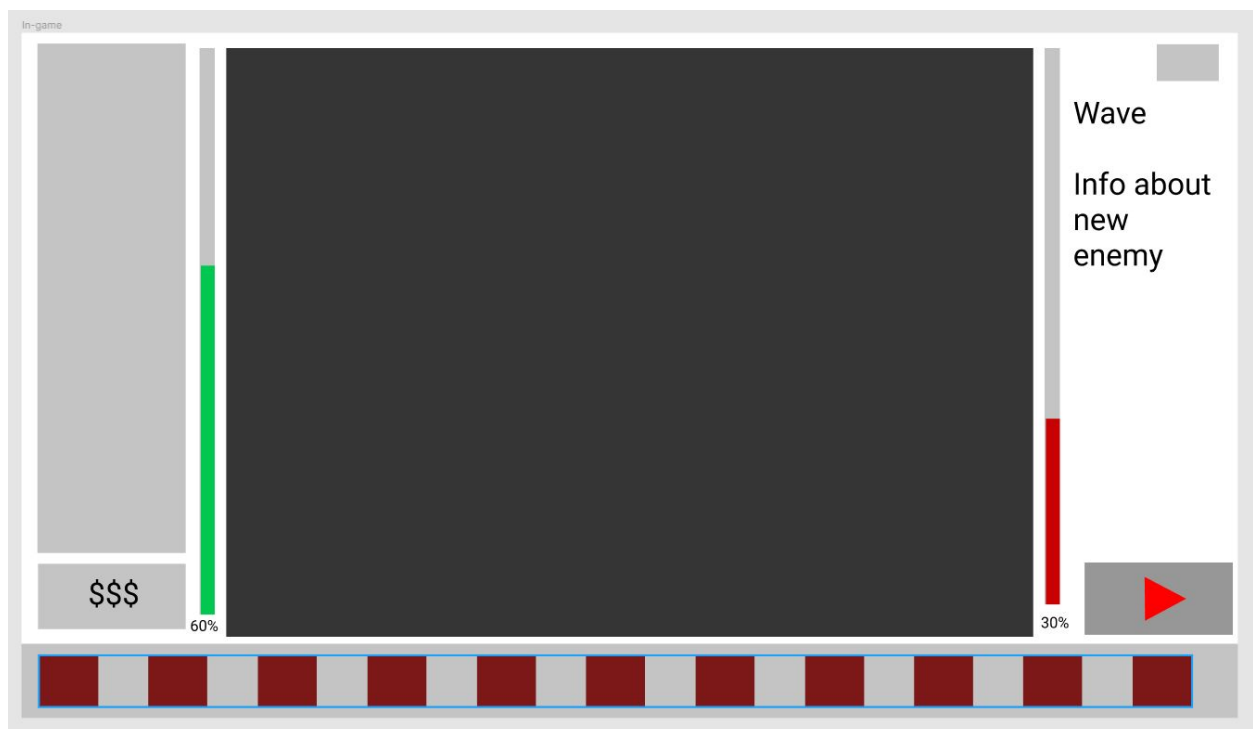
We discussed where labels should be for the progress bars.

We discussed when the player clicked on a tile on the map, an information screen comes up on the right side of the window about the tower.

If we have more towers than can be displayed, we decided to have clickable arrows to “scroll” and also be able to use the scroll wheel to scroll.

When a new enemy comes next round, information will be displayed about the new enemy.

We decided with voting that the “settings” button is on the right.



This is the layout for the game we come up with during our discussion section.

Outcomes and assignments (5 min)

We created a simple design for how our GUI will be on the “play” screen.

We added a task for removing dead enemies.

We decided that we should try to finish the orange user story before next tuesday (“As a player I want to be able to have towers that attack enemies because it is interesting”)

We created a design model.

Wrap up

We should decide what theme we should use on the next meeting.

We should talk about projectiles sometimes in the future.