

Meeting Agenda

Group: Super duper Omega gruppen

Date: 2020-09-12

Chair: Behroz

Participants: Samuel, Oskar, Erik, Behroz, Sebastian

Objectives (5 min)

Give out new tasks.

Think about the overall theme of the game.

Should we have an explanation about MultiMap and visitor patterns?

Reports (15 min) from last week

Fixed Behroz's IDE, which was a task needing the whole group's expertise.

Samuel and Sebastian have since the first week been working on discussing how to, and implementing the view and its components.

Sebastian has also started working on the controller, he added mouse input functionality to the game.

Erik has made TileMap calculate the path the enemies take.

Behroz and Erik implemented the tower and enemy structure into the code.

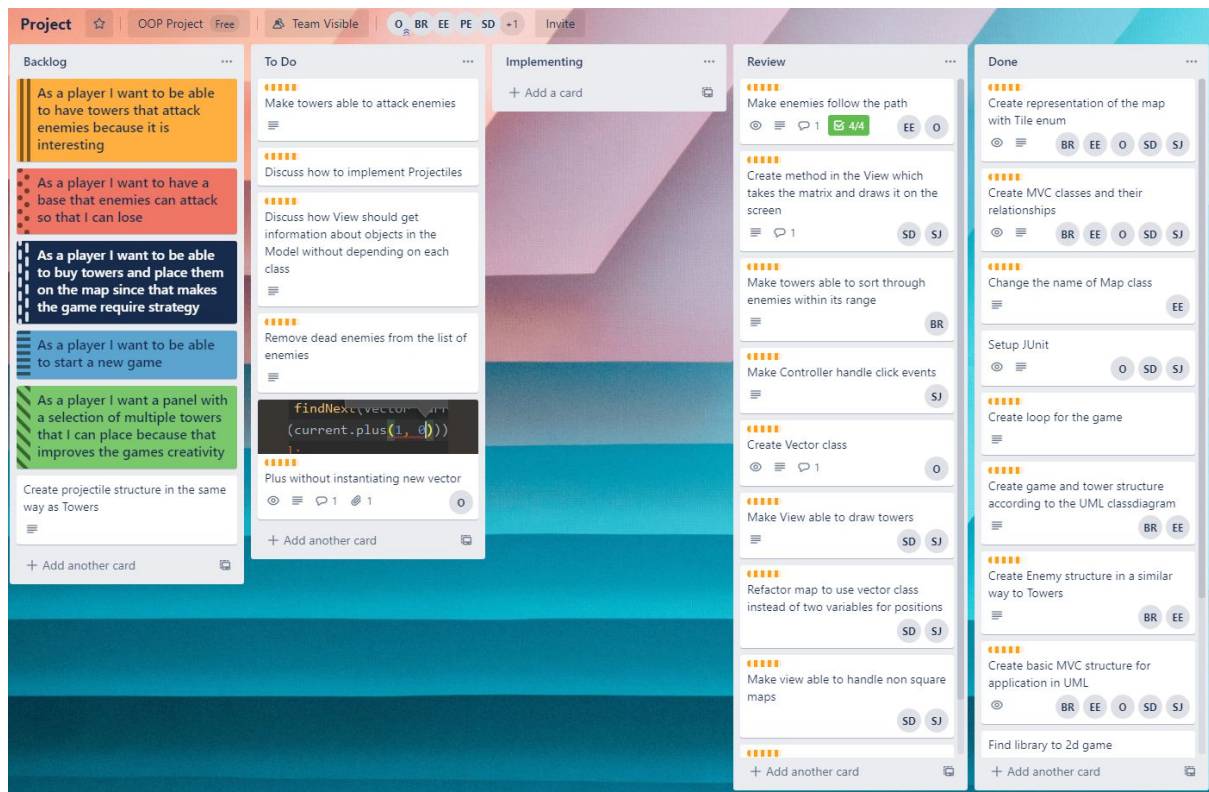
Oskar has created Vector and VectorF, and the movement system for enemies.

Behroz gave towers access to an immutable list of all enemies.

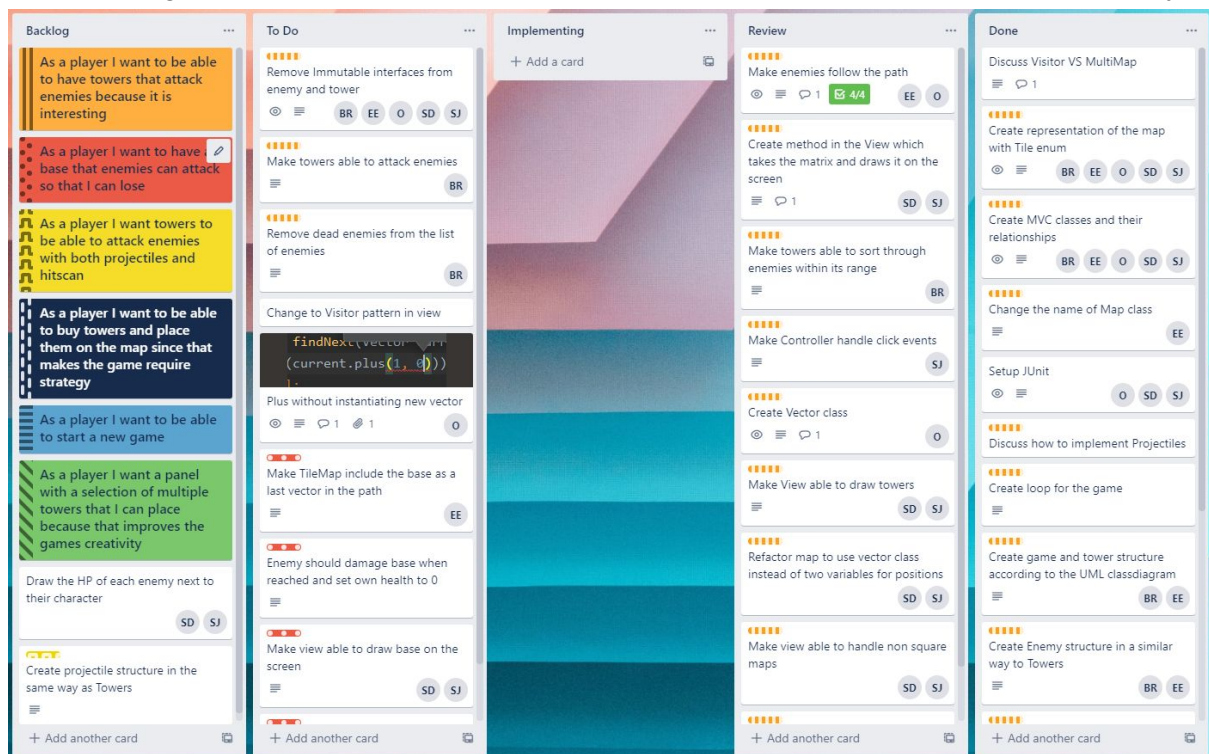
Samuel made mock up art representing towers and enemies for the W3 deadline.

Discussion items (135 min)

The current board looks like this:



After creating new tasks it looks like this, we started with some new tasks for the next story:



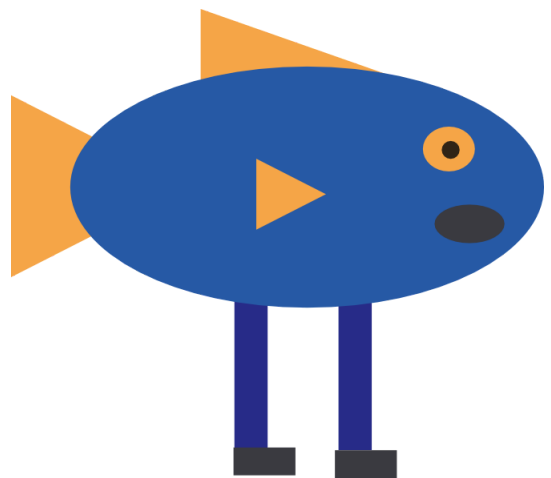
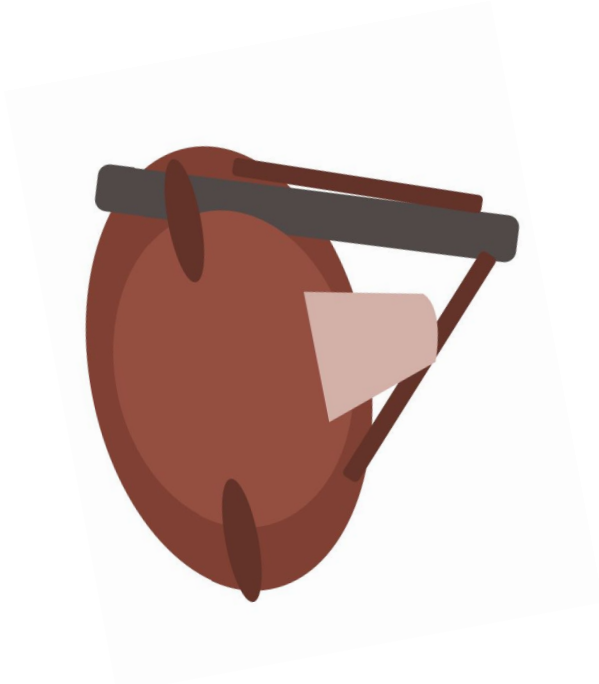
Discussion about multimap or Visitor pattern:

We decided to use a visitor pattern, instead of Multimap, because for one it was simpler for the group to understand. Furthermore to implement multimap we needed unnecessary casts.

Theme ideas:

- Fish evolution
 - ~~vs Birds~~
 - vs Bears
 - Bears protect honey

We preliminarily decided that the game would have an evolution theme where fishes and bears fight a war. The player plays as the commander of the bears and helps them protect



their honey from the greedy fishes.

Outcomes and assignments (5 min)

Look at the trello board, for each person's assignments for the next week!

Decided to use a visitor pattern instead of multimap.

Decided on the games theme.

Wrap up

Next meeting: Monday 2020-09-14 kl: 10:00