

Meeting Agenda

Group: Super duper Omega gruppen

Date: 2020-09-17

Chair: Sebastian

Participants: Samuel, Oskar, Erik, Behroz, Sebastian

Objectives (5 min)

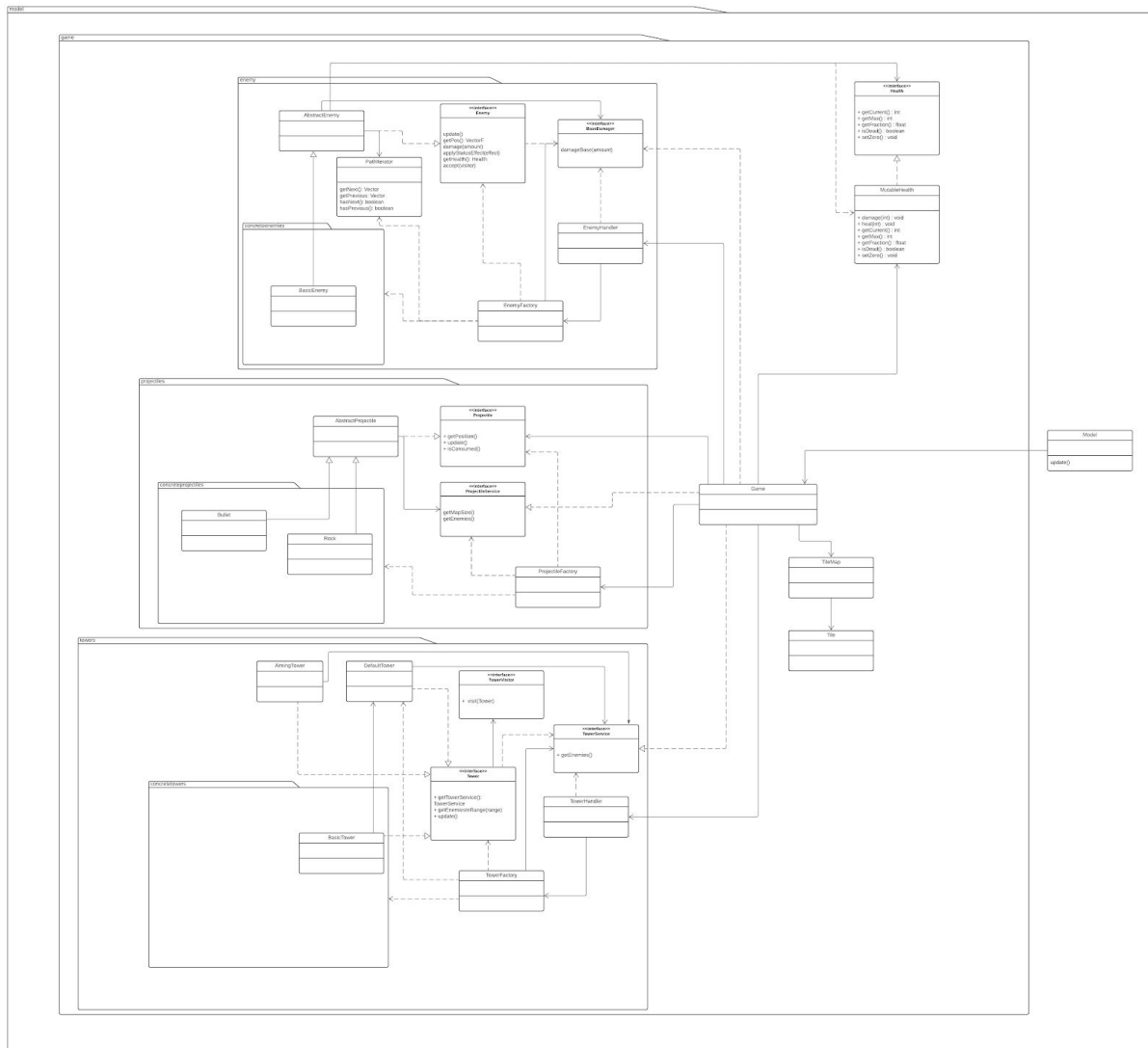
- Make new tasks
- Update the UML class diagram

Reports (15 min) from previous meeting

- Samuel and Sebastian made so that enemies health bar is shown in the game
- Sebastian made so that when the user click on the exit button, the whole application closes
- Erik and Oskar has created a projectile class structure, added collision detection on projectile and enemies, changed enemy class structure from delegation to inheritance (since delegation was an overabstraction for our stories), created enum for different types of basic enemies, removed enemy service and made so that all enemies have their own path object (which also decide their starting position) and base damager. Although the Path object is still missing tests.

Discussion items (235 min)

- The group decided to first update the UML
The updated UML class diagram looks like this right now after the update:



- Discussed about how the enemies and map should be painted
- Created task from a “new” user story (the dark blue one with text “As a player I want to be able to buy towers and place them on the map since that makes the game require strategy”).
- Decided that we should discuss how animation and particles should be after this meeting with people that wanted to participate.

Outcomes and assignments (5 min)

We updated our UML class diagram and created new tasks and assigned some of them. We will discuss how to implement particles soon in the future as well.

Wrap up

Next meeting: tomorrow 2020-09-18 15:00