

Meeting Agenda

Group: Super duper Omega gruppen

Date: 2020-10-19

Chair: Oskar

Participants: Samuel, Oskar, Erik, Behroz, Sebastian

Objectives (5 min)

- Change health to absolute numbers instead of percentage
- Towers shoot random enemies, change to first?
- Change base to honey
- Add some randomness to charge strategies to avoid lag spikes
- How to handle keyboard input
- Have we verified that we can run it with maven?
- Problem with mainMenu not updating
- Path to images in one place
- Add more directories in the resource directory?
- Samuel found hand-in about self evaluation.
- Should add README?
- Create/assign tasks

Reports (15 min) from previous meeting

Sebastian: Refactored common code from Button Panel and Background to another class. Added labels for the name of the maps on the start screen. Implemented a more “correct” singleton pattern for constant, while also renaming it to config. Added a keyListener for listening on keyboard inputs.

Samuel: Added view part for RubixCubeBear and Beer. Also looked into our current rotation in swing to see if there was a better not as performance heavy way to do it. Couldn't find any other than to limit the number of pictures such as one picture per 10 degrees. Also tried to implement angle for barbairians emitter but found out that it was better without.

Erik: Did some reviews and minor changes/improvements that I saw from that. Removed old TODO's. Removed IllegalTileMapException and changed all occurrences of it to a subtype to RuntimeException (this causes invalid maps to throw runtime exceptions because it is the programmers fault). Added a single test to map loader service as was decided on last meeting with Pelle. Lastly added a new enemy, FlyingFish, that flies over parts of the map.

Oskar: Moved collision detection from projectiles to Projectile to decrease the number of arguments projectiles need. Changed the algorithm for “new wave bonus”. Synchronized

emitters to avoid Concurrent modification exception. Playtested and balanced stats for towers/enemies.

Behroz: Added projectile rocket which deals damage over area. And implemented BazookaBear which uses this projectile to attack fishes.

Discussion items (135 min)

We decided to change it to absolute numbers.

We would like to do that but since we don't have enough time we will not prioritise it.

Yes, we will change it to honey.

When many towers shoot at the same time they need to get a rotated version of their image at the same time. That rotation takes a lot of time which creates a lag spike. We could also decrease the number of possible rotations. We decided to try that solution instead.

We're thinking about how to select towers with keyboard shortcuts. We could use 1-8 for all towers on a page and then 9 and 0 to go to the left/right in the panel. We could also use the arrow keys to go left/right. We decided to go with the second option. We also realized that we don't have a story that specifically requests keyboard shortcuts for towers. We added that to the DoD for the select tower story.

We haven't yet tried to run the program with maven. We setup maven well enough for it to work with travis and then we've all used intellij to run it. We want to run it with maven locally as well. We will continue working on that after the meeting.

We realized that the main menu still need calls to repaint() in order to change window size correctly. So we still need a loop to update the main menu. We created a small loop on a separate thread which updates the mainMenu. This solution is definitely not perfect but it's good enough.

All images are currently inside resources, at the same level as the config. We're thinking about adding a folder resources/images. We decided to create that folder and then add a compile time constant to Config for where that root path is.

We could also separate the images to enemies/towers/particles/etc. We decided not to do that and just keep them all in the img folder.

There is a self-evaluation task. That task has a priority column and we don't know what that means. We will ask Pelle on the next meeting.

It is not completely clear which github account is which person in the group. We will make a readme where we explain who is who.

Outcomes and assignments (5 min)

We will meet Wednesday 2020-10-21 10:00 to work on the SDD and RAD and check if anything is missing.

Wrap up

Next meeting 2020-10-22 13:00

Still need to see if we can get Maven to work.