

Meeting Agenda

Group: Super duper Omega gruppen

Date: 2020-10-01

Chair: Samuel

Participants: Samuel, Oskar, Erik, Behroz, Sebastian

Objectives (5 min)

Talk about Wave

Discuss TODO:s

Talk about Reviews in our Scrum Board

Discuss changes in BasicEnemy

Make more tasks

Reports (15 min) from previous meeting

Samuel and Erik: Made it so that enemies give money when slain.

Oskar and Erik: fixed memory leak in ImageHandler by removing old images from the cache

Oskar: Worked (about 6h) on the implementation of Wave. Has implemented spawn and delay but not any type of repetition of Sequences yet. However the changes are not yet pushed to master.

Erik: Changed Lists to Collections as static type of variables because Lists was superfluous. Slightly changed how the controller handles mouse events (from mouseClicked to a combination of mouseClicked and mousePressed if I remember correctly). Added tests and javadoc for classes in the tower package. Lastly I implemented a MageBear tower that shoots heat seeking projectiles.

Sebastian: Implemented an economy class to the game and fixed concurrentModificationException.

Behroz: Implemented the new tower Sniper Bear and fixed its creation in the factory. Not yet pushed to master due to merge conflicts.

Discussion items (135 min)

We decided to push Oskars current code regarding waves and then continue expanding the code and improving it.

Changed Mage bears name to Beary Potter. Added a task to change name to Mage Bear to Beary Potter. Beary potter is supposed to explode, damaging enemies nearby. We decided to implement this using a `getEnemiesInRange` where the projectile delegates to `EnemyTargeter`.

We thought about whether `ProjectileService` should extend `eventSender` to have fewer arguments when creating projectiles, after discussion we were uncertain and will ask pelle about it.

We decided to refactor out duplicated code in our Visit methods for towers in view.

A question if we should keep angle or not in projectiles, we decided on yes. Then it got brought up that Erik doesn't want angle in events. After discussion it wasn't worth trying to go another route and we decided on keeping it.

We discussed having a "constant" class where we gather different constants for the different towers. which enables much easier access and tweaking of values. Also a color class that gathers all the colors used in view in one place. We decided to have a `Color` class in view, and to ask pelle about the constants.

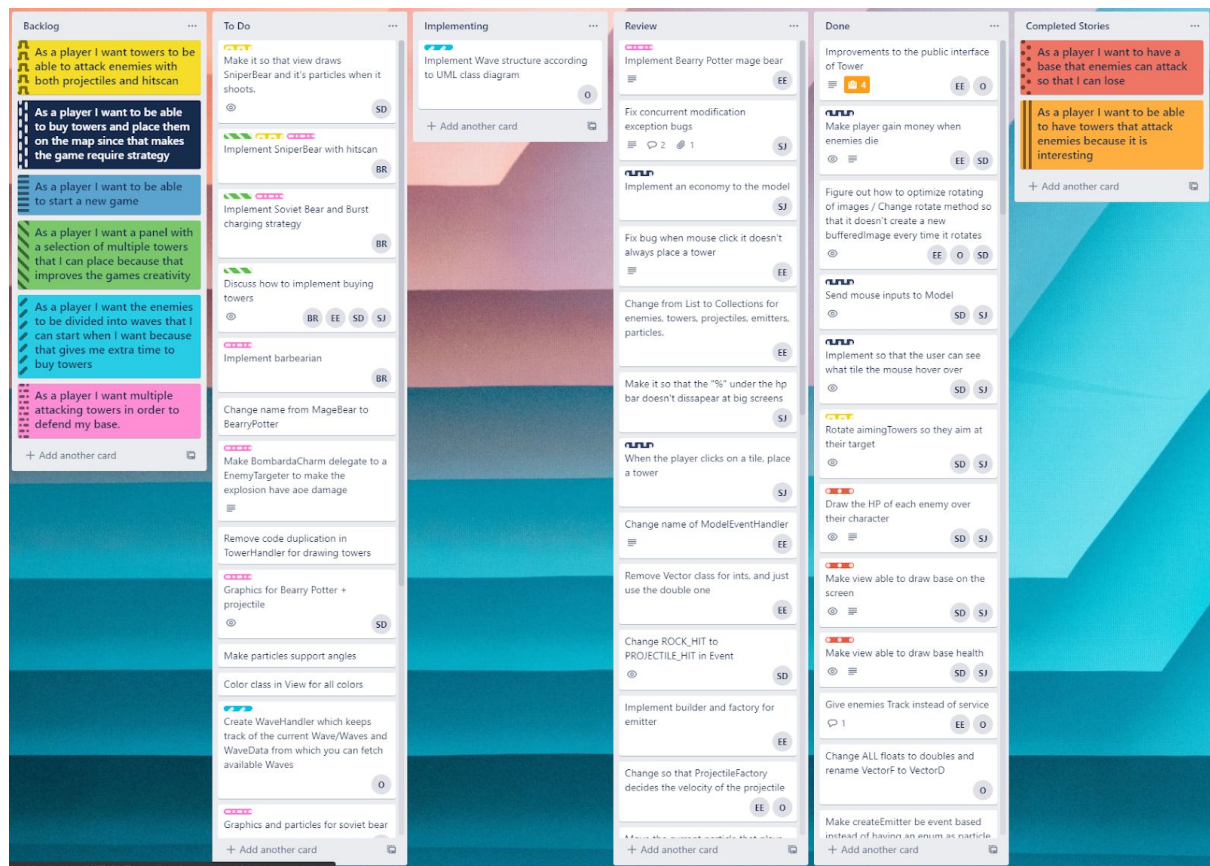
We also decided that if multiple people have worked on a code with pair programming or something similar they're allowed to move the task directly to done as multiple people have viewed it.

We also added a rule that states: Before starting a new task one shall review at least one task if such exist.

When we added so that money drops when enemies die, we found out that enums didn't really work. Samuel and Erik changed the enums to inner static classes instead. This enabled it so that the `eventSender` sent the actual enemy class instead of an `basicEnemy`. The rest of the group agreed on the changes.

Made new tasks for multiple areas.

Update on how current trello board looks like



Outcomes and assignments (5 min)

Oskar is going to continue work on Waves. The rest is going to start work on new tasks in current stories.

Wrap up

Next meeting in 10 minutes, 2020-10-01 15:15