

Meeting Agenda

Group: Super duper Omega gruppen

Date: 2020-10-08

Chair: Oskar

Participants: Samuel, Oskar, Erik, Behroz, Sebastian

Objectives (5 min)

- Check the peer review text
- Refactor TowerDrawer with getAngle?
- Is it intentional that no tower gets created if the clickTile \neq releaseTile
- Should towers be placed on right click? Or should it deselect?
- Should we rotate all particles?
- Should enemyTargeter be stateless?
- Should WaveHandler constructor take an EnemyFactory directly?
- Should properties file be grouped by tower or "thing"
- Discuss how to fix ConcurrentModificationExceptions
- Discuss how background should look
- Create/Assign tasks

Reports (15 min) from previous meeting

Erik and Sebastian: Created a properties file where all properties for the game can be stored, and also made a singleton (Constant) for loading all properties, and also refactored code to use this Constant class. We also created a ColorHandler class, that creates color objects and stores these objects in one file.

Erik: Made small improvements to Economy class and made it so that enemies enter from beside the map rather than just appear on the first tile.

Oskar: Implemented AOE explosion for BombardaCharm. Fixed some missing renaming from MageBear to BearryPotter. Added enemyAttackHealth which shows the health of the enemies attacking. Added money reward for starting a wave early. Combined EnemyHandler with WaveHandler to more easily implement enemyAttackHealth.

Behroz: Added BurstChargeStrategy which lets towers that implement it do multiple attacks after one another during each charge. Also added SovietBear and Barbearian tower which use this new strategy.

Samuel: Added graphics to all BasicEnemies, refactored towerDrawer, added graphics and temporary particles to barbearian and sovietBear. Also made it so that the ghostTower and it's range snaps to tiles instead of freely moving with the mouse.

Oskar, Samuel, Sebastian: Created GUI bar to show the health of the enemies attacking.

Discussion items (135 min)

We looked over the peer review again and made some small grammatical changes.

drawTower method could take in an AbstractTower instead of a position and an angle. We decided to change it to take in an imagePath and an AbstractTower which leads to as little code as possible in the visit method.

We think that it is good like it is now. You have to release the mouse in the same tile as you press in order to click.

Right click should deselect.

We can rotate all particles but particles that are symmetrical will have a set constant angle which means that ImageHandler will use a saved image for it.

We thought about dividing up EnemyTargeter so that getEnemiesInRadius is in an EnemyFinder. Then way BombardaCharm could depend on EnemyFinder instead and EnemyTargeter could have a mode which keeps track of if it should target first/last/closest/strongest. Although it might be a bad idea since we might not have time to implement selective targeting. We will keep it as it is for now (even though it breaks ISP) and prioritise other, more urgent tasks.

Wavehandler will take in a factory instead.

We now have a file with constants for the game. Should we have sections called Range or sections called GrizzlyBear? We decided to group them by tower-type instead of property-type.

We sometimes get NPE in our copied lists (enemies, towers, etc). Something needs to be synchronized, we will check with Pelle for more info.

We can also get CME when the controller modifies the model since the controller runs on another thread. That might be possible to solve with a Commands list inside the Model. So that Controller doesn't actually modify the model, it instead saves a command that gets executed when the model later updates. Then we just synchronize that list of Commands. We will check this with Pelle.

We decided to change the white background color on the sides to another color.

Outcomes and assignments (5 min)

We have made some decisions and created some new tasks. We will prioritize finishing the stories that are almost finished.

Wrap up

Next meeting today 2020-10-08 15:15