

Meeting Agenda

Group: Super duper Omega gruppen

Date: 3/9 2020 13:00

Chair: Samuel

Participants: Samuel, Oskar, Erik, Behroz, Sebastian

Objectives (5 min)

- Decide exactly how meetings should work in the future
- Decide basic game structure
- Create basic user stories
- Create tasks for those stories
- Give those tasks to people
- Create basic UML for the overall design plan.

Reports (15 min) from previous meeting

No previous meeting

Discussion items (135 min)

- Discuss the identified issues, and possibly new or more general issues (very short notes and/or keywords).

- Who is secretary
- We discussed some main design points of the game:
 - Grid based or free placement?
 - Defend a base or prevent from exiting the screen?
 - Dedicated path or open movement?
 - Should the enemies that reach the base do continuous damage or give damage and disappear?
- How should we design the tower part of the model for our game?
- How should the map be represented

Outcomes and assignments (5 min)

- Outcomes from discussion items. Write down what's decided and why it was

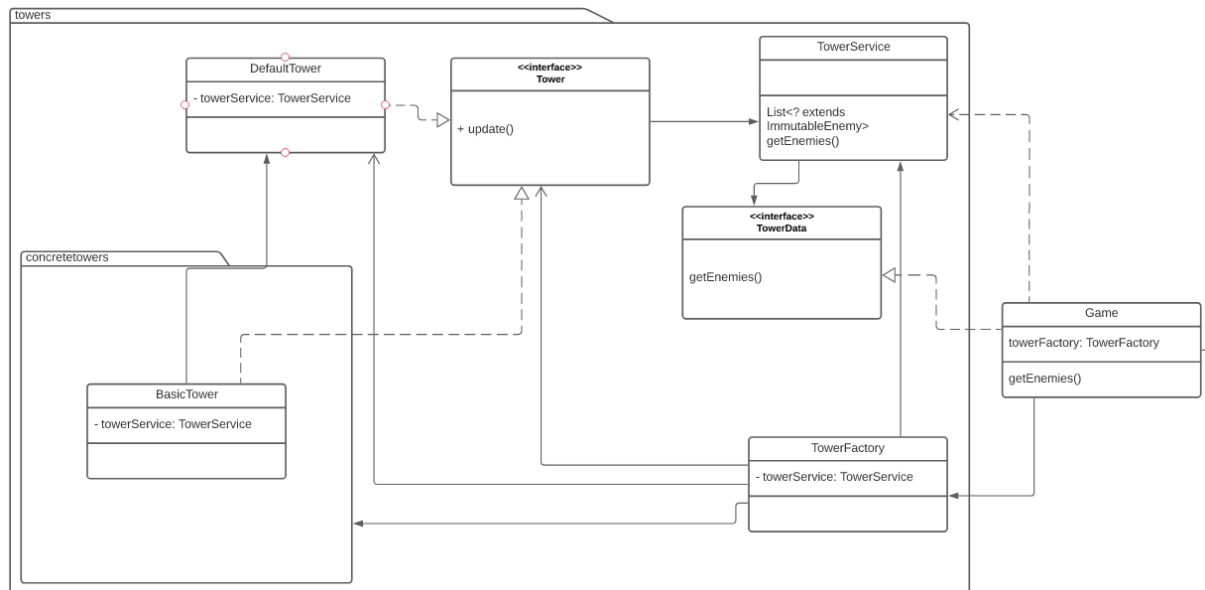
decided. Sync with other documentation (add terms to wordbook).

- (re)Assign to each group member which issues to solve.

- Rotating secretary (order defined as Erik, Oskar, Sebastian, Samuel, Behroz)

- Meet in Discord 10 minutes before advising session on Friday
- Enemies should attack a base (not get outside the screen)
- The game will be grid based
- Enemies should follow a decided path
- Enemies will damage the base and disappear when they reach it

We decided how the structure for towers should work and how they should get information about the game state. We decided to use a towerService to provide data that towers need about the game. The service has a reference to TowerData which provides the right data from Game. See the UML below



We decided that the map should be a matrix of tiles that describe where enemies can walk and where you can place towers. The towers however should not be part of that matrix and should be stored in a separate list. The reason is that the towers have to know their position in order to know which enemies they can attack, therefore we would have to duplicate the position information if they were stored in the matrix.

Wrap up

- Write down any unresolved issues for the next meeting.
- How can we all work on the tasks when many depend on each other?

Next meeting is 13:00 tomorrow, 2020-09-04

Current Trello

