

Meeting Agenda

Group: Super duper Omega gruppen

Date: 2020-10-22

Chair: Sebastian

Participants: Samuel, Oskar, Erik, Behroz, Sebastian

Objectives (5 min)

Create readme

Decide how to fix Bearon Glitch

Balance changes

Make PDF

Reports (15 min) from previous meeting

Everyone: changed file structure to get the program to work with maven

Sebastian: Refactored so there are two views, one for the main menu and one for the game. Also made so when changing view, all the things for that view goes to garbage collection. Made so the user can select a map to play on from the main menu. Made so the user can change between tower panels with the arrow keys. Changed so the main menu can display 8 maps. Changed the health bar to be vertical instead, and also display not the fraction, but the full health of enemies and the player.

Erik och Samuel: Created a tower info panel on the left-hand side. This panel shows information on the last selected tower. Its image, name, range, fire rate, damage/buffs and a short description (with a quote we think is funny). Also found circular dependencies that obviously were removed.

Samuel: Added bazooka bear, bearon and JustinBeeBear to the view part of the game with particles and such. Added graphics for the 2 new enemies, Flying fish and Tank Sinatra. Updated the base picture. Updated projectileDrawer so that it draws rotated images correctly. Updated visitor pattern in enemy and tower to give a compileTimeError instead of runTimeError. Added an .exe to the game from the Jar file produced by maven package. Added another map to the game.

Erik: Changed all image paths to only the image name so that the path to the image folder only is in one place so that you can move the image folder and only have to edit the path in one single place. After that I moved all images to a separate folder and only had to change the root image path in one place. Added new enemy Tank Sinatra, our strongest boss-like

enemy. Changed Config class completely to make it half the size and much easier to add config variables in the future. Fixed bug in Beer tower range buffing.

Oskar: Added ability to check which enemy types will appear next wave. Rounded all angles of images which reduced the number of rotations the program has to do. Added a new map to the game. Did many reviews and minor improvements to the codebase. Fixed bug where the player could start new waves and place new towers after they had lost.

Behroz: Added Bearon, new tower that gives the user money depending on how many towers it has within its range. Added Bee projectiles that have a 50% chance of giving the user 1 hp or 1 coin onEnemyHit. Added Justin BeeBear, a tower that throws Bee projectiles in bursts. Added MoneyAdder and Healable interfaces that gives these towers limited access to users economy and health. Added documentation to all of these and more. Also refactored Economy and Health.

Oskar and Sebastian: Made an Information panel for what enemies to come / the newest seen enemies.

Discussion items (13.5 min)

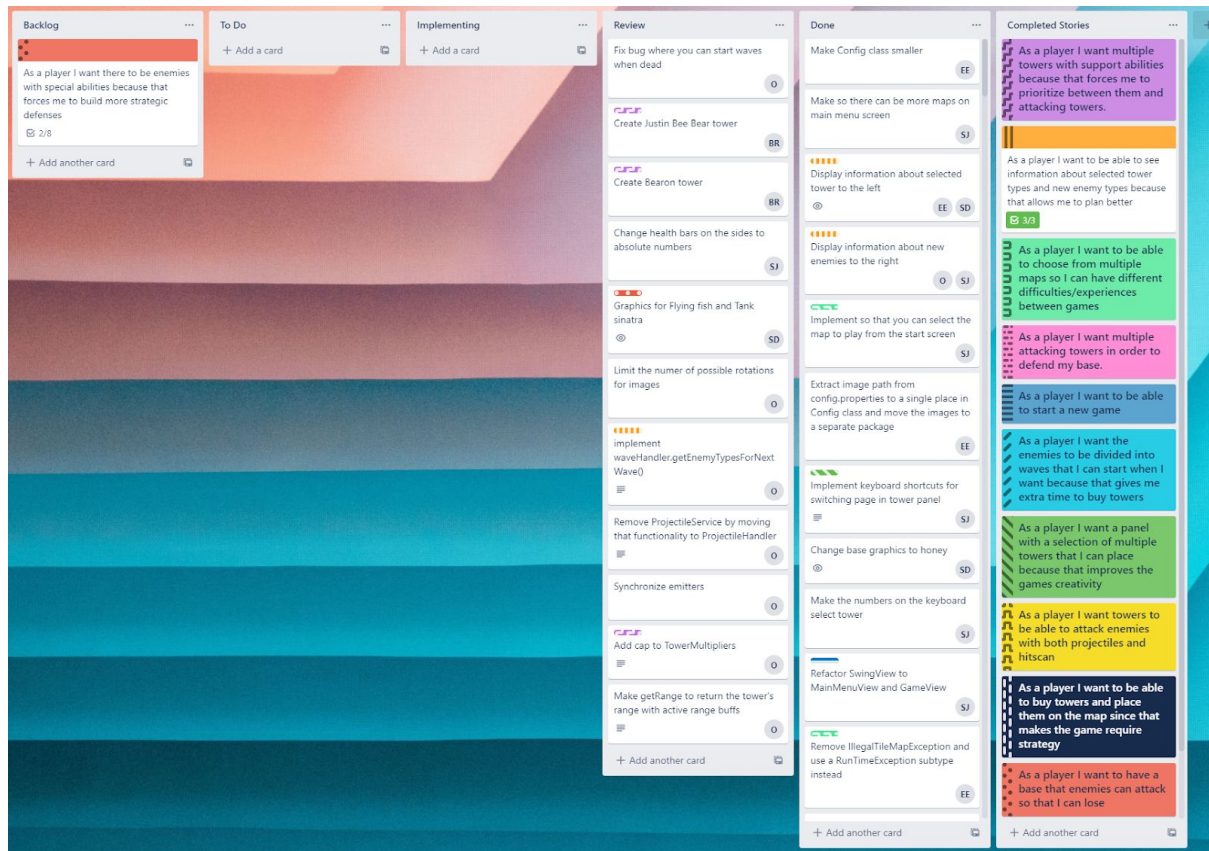
Created ReadMe.md file that describes who is the contributor.

We decided to pause (not update) the towers when a wave is not active, this will fix the “glitch” where bearon gives money when there are no waves active. Samuel will implement this.

This led to discussion about balance changes in the game, where we added a constant next wave start money, even if the wave is finished + current algorithm, while also changing some other values for enemies and towers.

Because we need to have every document in github, the meeting is over.

Outcomes and assignments (5 min)



Wrap up

Done with project, only one meeting tomorrow with Pelle at 15.00