

Meeting Agenda

Group: Super duper Omega gruppen

Date: 2020-09-28

Chair: Sebastian

Participants: Samuel, Oskar, Erik, Behroz, Sebastian

Objectives (5 min)

Begin to write sdd

Make more user stories

Design a gui for start screen

Discuss about what static type to use for collections of objects.

Discuss about how to implement waves.

Add tasks.

Reports (15 min) from previous meeting

Samuel: Changed so that the current rock particle is played at the position that the rock projectile hits, instead of on the tower. replaced the rotation function in view with a better one.

Sebastian: Added a label that displays the amount of money the player has. Added a label that shows in text how much health the player base has. Rearranged layout of gui to be more like our sketch. Made so the game places towers when a tile is clicked on.

Erik: Refactored the creation process of particle emitters to instead use a factory and build pattern. Also added tests for the particle package. Removed our integer Vector class and replaced all occurrences with Vector using doubles. + Some code reviews.

Oskar and Erik: Refactored the Tower structure in accordance to the new design we discussed with Pelle last meeting.

Samuel and Oskar: Fixed a bug with the new Tower implementation where a tower would get stuck in an infinite loop if there were no enemies within its range. Added ImageHandler class which caches the rotated images so that the images only get rotated once instead of every frame.

Oskar: Created a interface structure for how Waves could be created/used

Behroz: Changed so method getAngle returns angle as a double and added new method that returns angle as VectorD. Also fixed bugs that came from these changes.

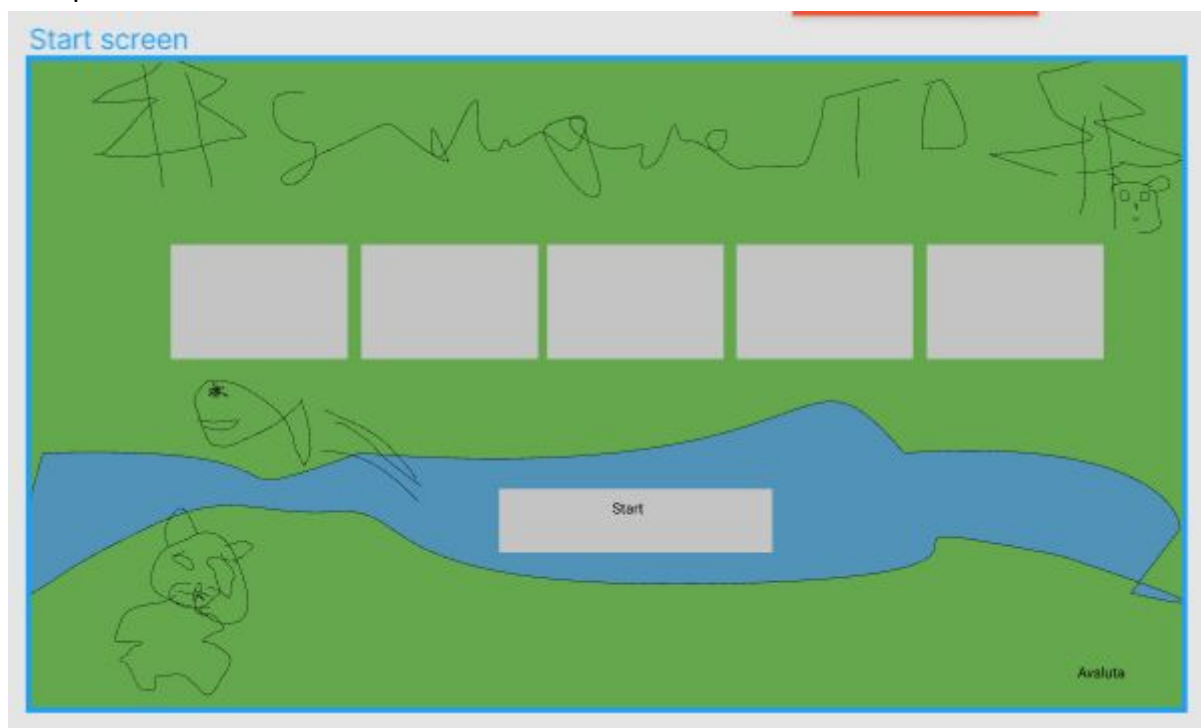
getAngle method threw exception when dealing with zero-vector which was fixed so that if angle is ever zero-vector it is changed to the vector (-1,-1).

Discussion items (135 min)

We added new user stories about waves (1 priority), about multiple maps to play on (2 priority) and about going back to the main menu (2 priority) in our rad.

We decided to move the user story about waves to our trello board.

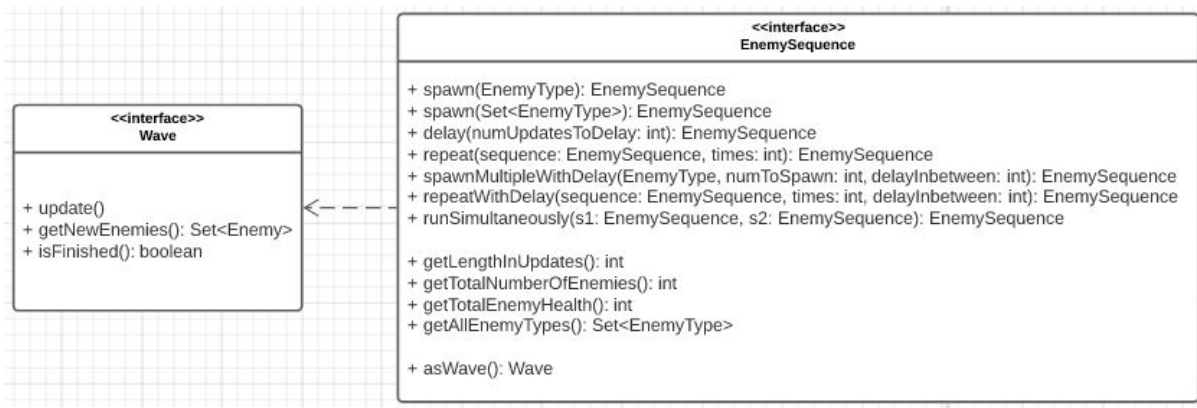
We updated our start menu sketch:



We discussed what to use, Lists, Collections or Iterable. Collections has more functionality than Iterable, and the Collections interface is smaller than List. We might at some point need to use .size() of our enemies. Therefore Collections is useful.

We decided therefore to use Collections instead of Lists.

Oskar Giljegård has shown a prototype about how to implement waves that is based on a builder pattern. We decided to use his prototype for our game. The UML class diagram about this prototype:



Outcomes and assignments (5 min)

Implement Oskar's wave system.

Have more meetings to create the sdd.

Use Collections instead of Lists.

Added a new user story to our trello board.

We decided that we can, separately, create new tasks from user stories, if we write it on discord first and see if anyone has an objection about it.

Wrap up

Next meeting to create sdd: 2020-09-29 10:00