Meeting Agenda

Group: Super duper Omega gruppen
Date: 2020-10-15
Chair: Behroz
Participants: Samuel, Oskar, Erik, Behroz, Sebastian

Objectives (5 min)

Should all button presses go through our controller first?
Should each game have its own tileMap?
Can we change the look of buttons?
Discuss an idea of our problem with needing multiple models because the game has not been created when the user is on the start screen.
Go through the peer review from the other group.
Should we decide what we'll be able to finish and focus on those things?
Create new tasks

Reports (15 min) from previous meeting

Oskar: Created AbstractBuffTower and the implementation for Beer, RubixCubeBear and BearGrylls, all towers that buff other towers. Changed tower.getRange() to include buffs. Added cap at 200% for buffs.

Erik: Implemented file reader service that can load .map files into TileMap objects that is then given to the Model. The .map files can be edited as text files with characters corresponding to a specific Tile and can also be commented (for now with double slash). Improved the algorithm for calculating the path in TileMap as it was messy and didn't work with loops (would sometimes create an infinite loop). Also made TileMaps able to have a name that will later be displayed on the start screen.

Samuel: implemented view part of bearGrylls, a bit of refactoring in emitterFactory, updated draw in particle, made it so that you deselect your selected tower when pressing right click and made it so the image scales properly with the screen if not in 16:9 ratio.

Sebastian: Generalized draw method in enemyDrawer. Made so the screen starts in maximized mode. Added map displays to start screen.

Sebastian and Samuel: Added a right and a left button for towerPanel, that "scrolls" over all the towers.

Discussion items (135 min)

As it is right now the start window button isn't going through the controller. It goes from a built-in controller in swing., should this be changed asks Sebastian. He doesn't think so. The group in general thinks the way it is now is good. Samuel thinks we should probably ask

Pelle at our next meeting with him. Oskar feels like it can be hard to follow MVC strictly while using swing since it mixes view and controller in some ways.

Right now the class Background does not have access to any Tilemap but instead uses methods like get size and get tile which gives it a "picture" of what the map looks like. Should the background get the tile map instead of trying to build it anew. Erik agrees that the background should get the tilemap. We came to the conclusion that instead of calling the functions which tilemap uses we should give background access to the getTileMap method.

<tangent>
Oskar and Sebastian argue if maps package should be higher in the structure to the model package and Oskar doesn't think we have enough of a reason to change the location of the package.
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Erik thinks we should decide on the important functionality that we think that we'll be able to get to and hard focus on these, so that the project seems complete for the due date. Oskar thinks we should discuss this later in the meeting, the others agree.

Behroz thinks some of the buttons stick out a bit and doesnt fit the feel of the game. Erik thinks this aswell but also doesn't think it's a top priority since it isn't about the oop part of the project itself and thus should be looked at once we're finished with more important tasks.

Erik had an idea that game should never be null and that instead of creating new game objects every time the user changes maps. This would according to him also lead to the project needing less controllers/views. The group discusses what this change would entail. Oskar thinks the changes that this would create would take along time. Erik thinks it would only take an hour, meme. Oskar argues since we don't know how to implement an update to the game if this change would happen. Erik agrees that this does make it more complicated. Grums comes with the idea that the game should be created by pressing the start button, which would take the user to a separate choose map screen where the tile map would be chosen. This would lead to the game always being initialized before the tile map is. Sebastian wonders if this won't take too much time. Oskar and Erik think it wont.

Oskar thinks the model doesn't really have any responsibility and just delegates things to game and that the class should probably be removed.

Went through peer review

Samuel thinks that people who haven't been working as much in view to go through it and check if the documentation is adequate.

Outcomes and assignments (5 min)

New tasks created.

Wrap up

Next meeting tomorrow, friday the 16th of October 15:15, group members should be probably be there 15 min before.