

Meeting Agenda

Group: Super duper Omega gruppen

Date: 2020-09-18

Chair: Behroz

Participants: Samuel, Oskar, Erik, Behroz, Sebastian, Pelle

Discussion items (135 min)

Should we pair program?

Yes, as long as we make it easy to find who worked on what it's ok.

Is our user story about different towers too big?

Pelle wants us to at least break it down to two different stories, divide them either by type or by priority.

How is the runnable version this week supposed to look like?

Not anything special, probably just something that shows the model working by next week.

Should we use doubles instead of floats?

Yes, only use floats if limited memory or it is essential for performance.

Is our tower handler class too small? Should we move its functionality to Game instead?

Either way works, tower handlers might get bigger in the future and then a separate class would be nice, but right now it doesn't matter.

We should although change so that tower handler doesn't return the fully mutable list of towers. Checkout collections method for help.(Something about wrappers).

`Collections.unmodifiableList()`

How to delegate?

Check in interfaces' and remove methods that no one outside the hierarchy should use.

Example: get enemies in range

We shouldn't worry about performance during this part of our development.

Outcomes and assignments (5 min)

Made new tasks that implement fixes that were suggested during the discussion.

Wrap up

Next meeting 2020-09-21 15:00