2019-09-20 Group meeting

*Participants*: Johan, Eddy, Patrik, Carl

§1 Objectives

* Finish the minimal product prototype
* Start work on the UML

§2 Reports

* Carl has:
  + Created a method for drawing the grid of Tiles in World Class onto the Canvas
  + Created a ResourceHandler for PNG sprites and added placeholder assets for Player/Tile(Grass) sprites.
  + Added all current user stories to RAD
* Patrik has:
  + Improved the Event class to be more generic
* Eddy has:
  + Created more tests for Player class
* Johan has:
  + Finished the Chest, Item, Entity, Weapon and Armor classes

§3 Discussion items

* Should the model know about the size of Sprites?

The group discussed if the model should know the size of sprites, the conclusion was that it shouldn’t because it would break the MVC pattern. We would lose flexibility and not be able to quickly change the size of sprites if it was hardcoded into model. The group however decided to discuss the topic once more on a coming meeting before locking themselves into one route.

§4 Outcomes and assignments

The group decided to incorporate parts of the archetectural pattern “Entity component system“ in the applications design. This will be done through assigning every object in our world a id that will be used to identify the given object.

The minimal product prototype was finished during the meeting and merged onto the master branch in the github project.

The group decided to do less coding this weekend and add a few new tasks to Trello since all of the old tasks are finished. Patrik started working on the UML and Johan started working on new improved Sprites.

§5 End of meeting

Meeting ended 17:34