2019-09-26 Group meeting

*Participants*: Johan, Eddy, Patrik, Carl

§1 Objectives

* Work on the UML
* Discuss and set up clear Trello tasks

§2 Reports

* Carl has:
  + Filled up the section domain model in RAD
  + Fixed coordinate system for all tiles in world
* Patrik has:
  + Created a noise function for the world generation

§3 Discussion items

* Why is world 28 commits behind Dev?

Not an issue we should be able to do a rebase since there shouldn’t be any conflicts. Patrik will solve it.

* Should we add a Combatant class in between Player/Mob and entity in UML?

Reasonable because Player and Mobs have a lot in common but less in common with Chest and Tile. Doing this restructure would make fighting between players and mobs more reasonable since only players and mobs should be able to fight (not tiles and chests)

§4 Outcomes and assignments

Carl created a UML for the project in drawio. The group continued to work on the code for project. The group decided that everyone should put up Trello tasks for everything that needs to be done from now on.

* Patrik was assigned:
  + Draw up the GUI and add explaination into section in RAD

§5 End of meeting

Meeting ended 15:34