2019-10-01 Group meeting

*Participants*: Johan, Eddy, Patrik, Carl

§1 Objectives

* Work on the code
* Work on the RAD document

§2 Reports

* Carl has:
  + Fixed so that enemies render properly into the world
  + Fixed so that every Tile can have a chest, chests render onto screen. Created ItemFactory class
* Eddy has:
  + Updated the RAD introduction
* Johan has:
  + Updated the textures for Lava and Grass
  + Worked on the Combat system

§3 Discussion items

* How should we structure the Moveable interface?

The group talked about the Moveable interface and how it should only have a move function that takes a Direction. This will need some restructuring of the program.

* Discuss ItemFactory’s implementation

The group discussed what Class should be the owner of a ItemFactory. World was the most enticing option but had many issues. One of the major issues was that the reference to items would have tob e sent down through instances of Tile to get to the Array in chest. Since we already have a TileFactory this becomes really tedious and is not an elegant solution. The group also discussed having Item have an ItemFactory but this would be really strange OOP-design. The group thought the best option was to have the ItemFactory be a singleton and the Chest class using the instance of this singleton to generate random items for it’s inventory.

When moving the player and enemy coordinates are still not consistent.

§4 Outcomes and assignments

* Eddy was assigned:
  + Restructure the Moveable interface and move function.
* Carl was assigned:
  + Fix the coordinate system so that it is consistent between enemies and players.

Everyone should work on RAD so most parts have a good draft until Thursday.

§5 End of meeting

Meeting ended 17:43