2019-10-07 Group meeting

*Participants*: Johan, Eddy, Patrik, Carl

§1 Objectives

* Merge together branches so that we have a new prototype in master
* Discuss issues with implementation

§2 Reports

* Patrik has:
  + Implemented methods for generating and deleting rows/columns of Tiles entering the viewport.
* Johan has:
  + Fixed so that killing enemies and attack range works properly
* Eddy has:
  + Worked with the gameClock, has had problems which we will discuss
* Carl has:
  + Updated UML and added packages
  + Created a healthbar for player
  + Added new tasks to Trello and new user stories to RAD

§3 Discussion items

* Game Clock lagging game because of threads?

During implementing the clock the group had trouble with the updates of world being to slow creating a whitescreen between each update. It was decided we would try with the built in javafx clock instead since the java.utils one did not work that well

* Loading in FXML into layers dynamically not working, can’t find resource

Carl has had issues implementing the FXML for main menu because of maven and finding resources in. It was decided that the main menu can wait, because it is not a central part of the project.

§4 Outcomes and assignments

* Eddy was assigned:
  + Start looking at Javafx AnimationTimer and try to implement it into projekt as a game clock.
* Carl was assigned:
  + Start building the user interface for inventory system.

Branches enemy and healthbars were also merged into Dev during the meeting.

§5 End of meeting

Meeting ended 16:07