2019-10-10 Group meeting

*Participants*: Johan, Eddy, Patrik, Carl

§1 Objectives

* Decide on date for code freeze during LV8
* Discuss what important functionality we are missing right now

§2 Reports

* Carl has:
  + Created a inventory for Player in the user interface
  + Fixed so inventory updates to Chest inventory when Player presses E near chest
  + Added sprites for Items
  + Added description of user interface to RAD
  + Added description to SDD
* Patrik has:
  + Updated system architecture and added UML in SDD
* Eddy has:
  + Created a AnimationTimer game clock to update the Model
  + Created new tests

§3 Discussion items

* What date should we have a code freeze and start working on cleaning up code instead of developing new functionality?

The group decided that there will be a code freeze on the evening 23 October. No new features will be added after this point. All bugs should be fixed before 25 October, the group should be okay with the code never being touched after this point.

* What do we want in final product that is not implemented yet?

Looking at current Trello tasks in “To Do“ many of them are not a priority for our product. The group wants to first focus on implementing impassable tiles and also making items selectable and have effects.

§4 Outcomes and assignments

* Johan was assigned:
  + Break out a isInAttackCone method from attack() so others can use
* Patrik was assigned:
  + Look at adding design patterns in SDD
  + Create a adapter for Noise class so Opensimplex is moved out of model
* Carl was assigned:
  + Fix so that items in players inventory are selectable and have effects
* Eddy was assigned:
  + Make enemies move in random directions if they are far away from Player

§5 End of meeting

Meeting ended 15:55