2019-10-15 Group meeting

*Participants*: Johan, Eddy, Patrik, Carl

§1 Objectives

* Look through the code for peer review
* Discuss implementation issues with enemy attacks

§2 Reports

* Carl has:
  + Implemented healthbars for enemies
  + Removed dependencies on Arraylist in World
* Patrik has:
  + Removed the circular invocation between view and Controller

§3 Discussion items

* How should enemy attacks be implemented?

The group discussed if enemy attacks should on a global cooldown or if each enemy should have a internal timer deciding if it is ready to attack. Having enemies only being able to attack at certain times and at the same time as every other enemy seems really strange and would not benefit extensibility of the project.

§4 Outcomes and assignments

* Eddy was assigned:
  + Work on inventory so that items have an effect when selected
* Carl was assigned:
  + Work on creating random generation for enemies and chests

The group decided to meet later in the week to work on the peer review and try to get the code running on their own. At this meeting the code was not able to be run due to JavaFX/Maven compatability issues.

§5 End of meeting

Meeting ended 16:15