2019-10-18 Group meeting

*Participants*: Johan, Eddy, Patrik, Carl

§1 Objectives

* Discuss generation of entities in world

§2 Reports

* Carl has:
  + Added an internal clock to all combatants so that they know when they are allowed to attack

The group has worked on the peer review which is now finished. All that is left is for everyone to look through it and then send in later this evening

§3 Discussion items

* How do we want generation of entities to work?

The group concluded that they want the generation of both entities and chests to work separate from Tiles and having current methods using the entities only loop through entities that currently are on the gameScreen. To be able to have large amounts of entities that are inactive a Map should be used to store the entities that are not on the gameScreen.

§4 Outcomes and assignments

The group is supposed to work on remaining feature-tasks, update Trello with what they currently are doing, and start to make RAD/SDD updated to current model.

* Patrik was assigned:
  + Update UML so that it is up to scratch with current project design.

The group decided to use one of the group meetings the coming week to merge everything together for the final product before code freeze on Wednesday.

§5 End of meeting

Meeting ended 16:24