2019-10-21 Group meeting

*Participants*: Johan, Eddy, Patrik, Carl

§1 Objectives

* Get updates on how finished the last functionality for final product is
* Talk about the presentation and what should be included

§2 Reports

* Patrik has:
  + Worked on rebasing to master, will start work on moving less than one Tile
  + Updated UML diagram
* Carl has:
  + Implemented large scale generation of enemies
  + Added documentation for some functions in World Class
  + Improved encapsulation of our application
  + Updated domain model in RAD
  + Fixed some new user stories
* Eddy has:
  + Added so that items have effects when selected in inventory

The functionality the group decided should be in the final product is almost finished. The two things that are left is Player moving less than 1 Tile at a time and Collision detection. Collision detection is in the middle stages of being finished and work has not been started yet on Player moving less than one Tile .

§3 Discussion items

* What should presentation include
  + Demo for 5 minutes
  + Talk about stakeholders/our product
  + Technical part that mainly should include ”generation of the random world“.

§4 Outcomes and assignments

The group should work on the presentation and add slides/create a list of important things to be included in presentation from their part of SDD.

* Patrik was assigned:
  + Slides part System Architecture
* Carl was assigned:
  + Slides part Quality control
  + Look at SDD and RAD and fix current inaccuracies
* Eddy and Johan was assigned
  + Slides part introduction and System design

Priority should be on documenting current code and adding tests if the group memeber is done with their current task.

§5 End of meeting

Meeting ended 16:10