2019-10-24 Group meeting

*Participants*: Johan, Eddy, Patrik, Carl

§1 Objectives

* Work on finishing SDD
* Refactor code, add more tests/documentation

§2 Reports

* Johan has:
  + Added collision detection between Player and enemies
  + Added collision detection between Player and solid Tiles
* Patrik has:
  + Updated UML to final version
* Carl has:
  + Moved around user stories so they are in order of most important in RAD
  + Finished the last sections in RAD
  + Refactored EntityFactory
* Eddy has:
  + Added more tests to classes Model and World

§3 Discussion items

* When should we structure up the presentation and see each other to practice?

The group decided to see each other this Sunday to practice for the presentation and finish the powerpoint.

§4 Outcomes and assignments

* Patrik was assigned:
  + Look through the "System architecture“ part of SDD and update so it follows current application architecture

During the meeting the group worked on the SDD, only minor things are left before the document is ready to be sent in. The group members should user test the application and write down all known issues under "Known issues“ in SDD.

§5 End of meeting

Meeting ended 17:30