Meeting Agenda

Location: HC

Date: 2012-05-08

Time: 11:10

Facilitator: Filip Brynfors

Participants: Jakob Svensson, Björn Persson Mattsson, Filip Brynfors, Markus Ekström

1. Objectives

- Check what everyone has done and start rounding up the project.

2. Reports

- Björn has created a Java utility library and imported it, he has also gone through all warnings generated by PMD and marked the most relevant warnings as ToDo's. Also worked off ToDo's.

- Filip has created a GameOverState that shows for how long time the player managed to survive.

- Jakob has made it possible for the GUI to listen to abilities, e.g. when there are not enough resources.

- Markus has implemented the waves of attacking enemies.

3. Discussion items

What is left to do in this project?

- Fine-tuning the waves.

- Graphics?

4. Outcomes and assignments

Outcome:

- We will try to implement a little fancier graphics.

- This is the last iteration of features. After that, only fine-tuning of the game is left.

Assignments (to be done before the next meeting):

- Björn will try to do something with the graphics.

- Filip will make it possible to select different difficulties in the GUI.

- Jakob will make it possible to build a HeadQuarter and add a ranged unit.

- Markus will implement difficulties in the model and tune the waves to appropriate difficulties.

5. Wrap up

On the next meeting we will:

- Control that everything works as it should.
- Clean the code.