

Meeting Agenda

Location: 6209

Date: 2012-05-17

Time: 11:30

Facilitator: Jakob Svensson

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

1. Objectives

- Wrap up the project.
- Discuss the presentation.

2. Reports

- Björn has added a select spatial and wall image, and has worked with tests and ToDo's.
- Filip has added a timer to the GUI when creating units or structures and removed the JME debug text. He has also fixed the tooltip bug and added ability information in the GUI.
- Jakob has added support for showing build times in the model, and worked together with Björn to optimize the build preview mode. He has also removed the bug where you could build two units at the same time.
- Markus has implemented difficulties in the model and finished about two thirds of the ToDo's.

3. Discussion items

- How to split the presentation. What needs to be done?
- Unified look of the code.

4. Outcomes and assignments

Outcome:

- Everyone will check their own code and control that:
 - Comments on complex code.
 - Refactor things if needed.
 - Check if the class should be public or package private.
- Everyone will prepare their own part of the presentation.
- Everyone will work on their ToDo's.

Assignments (to be done before the next meeting):

- Björn will check if it's possible to add sprite animations/directions if there's time. He will also remove the 'public' modifier from all interfaces. Also add test for

MoveAbility.

- Filip will refactor some classes, update the domain model and write a test for AttackAbility.
- Jakob will write tests and create UML diagrams.
- Markus will tune the AI and refactor some classes.

5. Wrap up

This was the last (planned) meeting. When all of this is finished, the project should be completed.