

Meeting Agenda

Location: 6209

Date: 2012-04-16

Time: 15:10

Facilitator: Filip Brynfors

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

1. Objectives

- Check what everyone has done and discuss the next steps to continue extending the project.

2. Reports

- Björn has worked with nodes and A*. Some things will still need to be added though (e.g. different entity sizes).
- Markus has worked out dependencies and has started with use case Attack and the micro AI.
- Jakob has implemented the use case GatherResources. Needs to be integrated with JME.
- Filip has created a GUI, functionality still needs to be added.

3. Discussion items

- How to handle A* pathfinding to an unreachable node.
- GUI controller and dependency problems regarding that.
- Input structuring.
- How to write tests.
- ToDo's.

4. Outcomes and assignments

Outcome:

- A* will work in a different thread than the game loop. The few special cases where the pathfinding will take a lot of time will be tolerated, since A* will work in a different thread only the affected unit should suffer.
- The GUI controller will create the GUI and then pass it on to the GameView.
- We decided to use a slightly modified version of the current input controller.
- We went through the ToDo's and assigned them to the members of the project.

Assignments (to be done before the next meeting):

- Björn will work with A* threads, A* size management and ToDo's.
- Markus will finish use case Attack and work on the micro AI.

- Jakob will implement resources in the game and not only in the invisible model.
- Filip will continue with the GUI and the interaction with the GUI.

5. Wrap up

On the next meeting we will:

- Check what everyone has done and discuss the next steps to continue extending the project.