

Meeting Agenda

Location: Skype

Date: 2012-05-04

Time: 15:45

Facilitator: Björn Persson Mattsson

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

1. Objectives

- Discuss abilities and dependencies.
- Check what everyone has done and discuss the next steps to continue with the project.

2. Reports

- Björn has worked with many minor features, including optimizing A* and abilities that include movement.
- Filip has continued with the GUI and visuals, including showing the amount of resources available and icons and tooltips for GUI buttons.
- Jakob has made the select spatial disappear when the selected entity dies. He has also worked with ToDo's.
- Markus has implemented the strategic AI and worked with dependencies.

3. Discussion items

- Ability dependencies.
- Utility class.
- Various bugs.

4. Outcomes and assignments

Outcome:

- An external java utility library will be created and imported into the project.
- Need to write more test classes.

Assignments (to be done before the next meeting):

- Björn will create an external utility library. He will also work on ToDo's.
- Filip will work with test classes and ToDo's. He will also work with finishing the requirements for the project to be a game (e.g. losing when all buildings are destroyed).
- Jakob will implement some sort of Event Manager in order for the GUI to listen to abilities.
- Markus will implement the enemy waves.

5. Wrap up

On the next meeting we will:

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