

Meeting

Date

Thursday, 2018-04-17

Chair

Pontus Stjernström

Participants

Johanna Torbjörnsson

Pontus Stjernström

Kamil Miller

§1 Objectives

- Platforms
- Progress (documents and stuff)

§2 Reports

- Everyone
 - Use cases
 - Improved RAD
- Johanna
 - Rainbow is done
- Kamil
 - Sound distance is now fixed!
 - Refactoring
- Pontus
 - Started prototyping main menu and level selection
 - Refactoring

§3 Discussion items

Platforms

We should create another class, *Platform*, which is simply a collection of *Blocks*. We need to update the domain model as well. The *Platform* should not be visible from the view package, since it can be rendered by a collection of blocks. The reason behind this is because of collision detection. The *Platform* only has a thickness of one block and can only be vertical or horizontal.

Progress (documents and stuff)

- Design model more or less done already
- We need to start writing JUnit tests
- Start looking at SDD

§4 Outcomes and assignments

It has been determined that the life of the unicorn should be static and not dynamic. I.e. it can not be determined by the level.

- Everyone
 - Start looking at SDD
 - Upload RAD to git
- Johanna
 - Graphical stuff
 - Menus
 - Foodboxes
 - Pickups
 - Implement life mechanism
 - Implement timer
- Pontus
 - Help Johanna with graphical stuff
 - Platform
 - Merge
- Kamill
 - Platform
 - Merge

§5 Wrap up

Next meeting

2018-04-19T14:00