Meeting 2015-05-22

Date: 2015-05-22

Facilitator: Bjarne Gelotte

Participants: Mattias Johansson, Bjarne Gelotte, Jonas Graul Sagdahl

1. Objectives

Discuss what we have to do next and what is most important.

2. Reports from previous meeting

Mattias: Been doing factory-classes for most part of the entity classes which led to some restructuring of code. PlayState is now more organised and divided into more methods so it's more comprehensive what happens when the state updates (and is initialized). We now use enums instead of toString-methods to identify types of classes etc.

General cleanup of unused code.

Bjarne: improved movement logic and made so that projectiles inherits it's character's velocity.

Jonas: Finished the power-up implementation. Now working on moving the collision from the view to the model.

3. Discussion items

We will discuss the code structure and make a priority list of things we need to work with.

4. Outcomes and assignments

4.1 Outcomes

From our last mentor meeting we learned that we have to make some major refactoring, both in our controller package and logic regarding collision detection. We need to make more controller classes with better structure regarding input handling and we need to move all collision detection to the model package. We also need to rid our code of *instanceof* and replace it with something more object orientated. This should be our main focus for the coming days.

Updated list of priorities:

1. Refactor above mentioned code

2. SDD

3. Report

4. Update RAD

5. Tests

6. Bugs

7. Better graphics

4.2 Assignments

Mattias: Continue to work with general code structure. Might do more tests.

Bjarne: Work with controller package, make models for each state (if it has any logic).

Jonas: Complete the migration of collision detection code from the view to the model.

5. Wrap up

Our next meeting will be held at Tuesday 2015-05-26