Meeting 2015-05-19

Date: 2015-05-19

Facilitator: Mattias Johansson

Participants: Mattias Johansson, Bjarne Gelotte, Jonas Graul Sagdahl

1. Objectives

To prioritize and plan the remaining work.

2. Reports from previous meeting

Mattias: Been doing some fixes to various game states. If you get a game over, you can now go back to the main menu and start a new game. Also added a (flawed) point system to the game which adds the feature that you can potentially get a high score after the game is over. The high scores will also be saved locally.

Bjarne: Added health indicator to the GUI (hearts).

Jonas: Still working on power ups, have not started on the event bus yet.

3. Discussion items

What to work with for the remainder of the week.

4. Outcomes and assignments

Outcomes:

We will most likely not implement anything new in the game at this point; instead we will focus on the structure and bug fixes. We will also need to continue to work on testing. We need to look over the RAD and SDD, and update them where it is necessary.

To be able to change key bindings and to save the game will not be prioritized at this point. We will only implement it if there is time left over.

List of priorities:

1. Code structure: EventBus, getting rid of instanceof
2. Package structure
3. Major bugs
4. Better graphics
5. Tests
6. SDD
7. Report
8. RAD
9. Minor bugs

Assignments:

Mattias: Create more tests and try to improve the existing ones.

Bjarne: Create a bigger TiledMap and fix so that the camera never leaves the map.

Jonas: Finish the power up implementation and work on the event bus.

5. Wrap up

Our next meeting will be held at Friday 2015-05-22.