Final revisions

Date: 2015-05-26

Facilitator: Jonas Graul Sagdahl

Participants: Mattias Johansson, Bjarne Gelotte, Jonas Graul Sagdahl

1. Objectives

Discuss what we should focus on in the code during the remaining week.

2. Reports from previous meeting

Mattias: Just been working with general code and package structure and some tests. Removed unused propertychanges, created various enums.

Bjarne: Made big changes to input handling and controller package (e.g. added controllers for each game state).

Jonas: Moved most of the collision detection from the view to the model.

3. Discussion items

We will discuss the priority list for the last week of the project.

4. Outcomes and assignments

4.1 Outcomes

There's no more circular dependencies in the game and the remaining work now is to write a well documented SDD and work on the remaining bugs and esthetical flaws. The GUI lacks a lot of feedback.

List of priorities:

1. Improve code structure

2. Revise and create new tests

3. Replace textures

4. Implement (more) GUI feedback

5. Implement more sounds (somewhat related to 4.)

6. Fix minor bugs

4.2 Assignments

Mattias: Work with test classes, look for new textures. Move GUI to a separate class.

Bjarne: Work with test classes. Move map collision to model.

Jonas: Make more tests, replace observer usage in the view and controller with propertyChangeListener. Move collision to a separate class.

5. Wrap up

Our next meeting will be held on Thursday 2015-05-28