

We were unable to hold a meeting due to sickness in the group. However, the group worked on the following.

(up until the 28th of May)

Report:

Rasmus:

- Adjusted the metronome to play in sync with the Ticker
- Added pause functionality ingame via a pause method in Ticker
- Correction of notes x-position
- Assisted on score-logic implementation
- Optimized draw-notes method to be able to handle more notes
- Made a class that plays non-player voices in a song
- Made the camera move instead of moving notes
- Song does not start immediately, adjusted ticker to start on a negative value,
- Restructured entityFactory to create notes according to current tick, as well as only creating voices associated with a player.
- Removed entityManager class
- General code cleanup and revision of dependencies

Robert:

- Added a length() method in the Song class
- Assisted in making a music player
- Added Napstablook
- Restructured the previous protocols
- Took a vacation
- Gave the others some advice on their various endeavors
- Helped with refactoring utils packages.
- With Rasmus and Sofia built logic for moving camera.
- With Rasmus restructured pianoroll, ticker and note entity rendering system so that pianoroll is now static and camera moves over it

Arvid:2

- Restructured HitManager to depend on the model instead of the graphical representation.
- Restructured HitManager once again, this time to make it use player-specific input.
- Added TickListener, ObserverHandler and the Observers package
- Removed unused classes and fields.
- Done some moving of packages and classes.
- Added Interfaces for Synth, Player, and Score, and made classes use these instead of the concrete implementations.
- Looked over and adjusted our use cases.
- Looked over and adjusted diagrams used in the RAD and SDD.
- Adjusted Score Calculation.
- Fixed a bug where notes would spawn incorrectly when playing the game with 1 or 0 players.
- Fixed a bug where pressing the arrow keys while in the main menu would crash the game.
- Added some comments and javadoc

- Worked on tests

Sofia:

- Edited the skin parts and applied the new color scheme.
- Added credits to title screen.
- Made colored versions of the new sprites.
- Added new HUD textures.
- Helped building logic for moving camera.
- Removed unused button from mainmenu screen.
- Made createentities return a list of entities.
- Added code to calculate the correct x and y coordinates for sprites
- Improved player name input handling.
- Added some more .uxm files.
- Changed synth volume of player input sound
- Fixed the layout of the mainmenu screen.
- Fixed a bug in voice.
- Removed table debugging.
- Did some refactoring of utils packages with Robert, and added more javadoc comments.
- Removed outdated TODO:s.