

Formal meeting 18/5

I don't like chairs so I'm a couch guy: Rasmus

Weird Title for the secretary: Sofia

OBJECTIVES

- Some things are broken, should they be fixed? What things are broken? Mule hit system stuff doesn't work and the game reads notes wrongly.
 - What we decided last time:
 - Arvid, Rasmus and Sofia: restructure ScoreSystem and hitManager and sound
 - Robert: change from note array to note treemap something.
 - Robert: Check all access modifiers in gameEngine and implement getters/setters where appropriate.
 - Arvid: Write test classes for model. Ticker, etc.
 - Everyone: get stan plugin.
- SDD
- Sofia: Write chapter 3.
- Arvid: 1.2 Definitions, acronyms and abbreviations
- Robert: 3.n The "utilities" Package
- What to do next?

REPORT

Arvid has:

- ❖ Added HitManager and HitSystem Classes.
- ❖ Added code and functionality to aforementioned classes
- ❖ Obsolete-ified ScoreSystem
- ❖ Made scores player-specific
- ❖ Started working on making SoundSystem only play the voices that aren't assigned to a player
- ❖ Fiddled a bit with tests

Rasmus has:

- ❖ Helped Arvid with Score logic, HitManager and HitSystem
- ❖ Added SpriteFactory & CompositeSprite
- ❖ tried to make notes adjust visual length depending on their time
- ❖ drawn things in gimp, and animated things

Robert has:

- ❖ Made the newgame screen limit number of players depending on song
- ❖ Renovated Song classes yet again
 - Made Voices use NavigableMaps
- ❖ Removed some local fields from menu classes
- ❖ Helped others with several things
 - CompositeSprite rendering
 - Player info HUD

- Git usage
- General bugs

Sofia has:

- ❖ Tried to install stan eclipse plugin and failed.
- ❖ Added a main menu button in scorescreen hence closing the loop - now users can walk through the application an arbitrary number of times. Yay.
- ❖ Corrected a method call in the main class.
- ❖ Removed unnecessary batch and engine fields in game screen.
- ❖ Removed engine from all screen classes except gamescreen, so that only gamescreen uses the engine.
- ❖ Added a resize method in hud.
- ❖ Added some new note sprites.
- ❖ Added dynamic player specific info in hud.
- ❖ Added a primitive title screen.
- ❖ Hired a music maker to make main menu music.

1. FURTHER DISCUSSION

Work distribution

Rasmus & Sofia & Robert: fix note sprite rendering, note time.

Arvid & Rasmus: Continue working on scoresystem and hitmanager, and autoplaying voices.

Arvid: Correct circular dependencies.

Rasmus: Correct soundmanager dependencies.

Robert: Write tests for note length.

Rasmus: Write more test classes and fix the broken ones?

Everyone: get stan plugin.

Rasmus: review relationship between note x-coords and lanes

Rasmus: make drum track that plays automatically. Metronome class/

MetronomeSystem class? That uses note thread. Use ticker to determine when beat?

Arvid & Sofia: review use cases and put the tables in RAD

Make sure our use cases work (no perfectionism!), then WRITE. Rad and SDD.

2. WRAP UP

Next meeting: Monday 25/5

3. TRIVIA

The word "up" was first used in 1560, as a verb.