

Formal meeting 22/5

**Seal Whisperer person:** Sofia

**Objectively secret person:** Arvid

## OBJECTIVES

- What we decided last time:
  - Rasmus & Sofia & Robert: fix note sprite rendering, note time.
  - Arvid & Rasmus: Continue working on scoresystem and hitmanager, and autoplating 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
  - 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
- What to do next?
  - Restructure note playing and hit detection to depend on the model instead of graphical representation?
  - move things down into the model
  - refactor graphical things, so that they are dependent on ticker
  - refactor hit system
  - make non-playable voices music player
- write SDD, write RAD
- how to git - merging and stuff?

## REPORT

**Arvid** has:

- ❖ Had technical troubles again.
- ❖ Assisted Rasmus with making HitManager not be broken.

**Rasmus** has:

- Created a working metronome class
- Refactored soundmanager into a synth
- ❖ made a sound package and.gdxUtils package
- ❖ sprite factory now creates different colors for each player, and only draws current players
- ❖ painted things in gimp

**Robert** has:

- ❖ Made a MusicPlayer

- ❖ Added exhaustive tests to everything about the Note class

**Sofia** has:

- ❖ reviewed chapter 3 in sdd
- ❖ added a back button in newgame screen an options screen
- ❖ changes backgrounds on some screens
- ❖ changed the lane textures
- ❖ merged the music player branch

### 1. **FURTHER DISCUSSION**

write test classes

2. Rasmus has working stan and we have no circular dependencies now so Rasmus will monitor dependencies.

metronome is fixed but not timed?

lane x coords fixed but hardcoded

need to review use cases and put the tables in RAD

Remember to follow the workflow!-...-

between Thu - fri 00:00 - NO MORE COMMITS.

Refactoring:

All rendering, score calculating, note playing should be based on ticker logic.

We will sit together everyone and work on it.

Move viewport over pianoroll.

### 3. **WRAP UP**

Next meeting:

Fri 10:00 Hubben.