Meeting Agenda (20)

Group: Hmmm
Date: 14-10-2020
Chair: Oscar Arvidson
Participants: Malte Åkvist, Sam Salek, Oscar Arvidson, Erik Wetter, Anwarr Shiervani

Objectives:
- Discuss and go through the peer review made on our project.

Reports (from the previous meeting):
- Oscar - Created a GameUI class that adds all necessary nodes for in game information. Created methods for updating all UI nodes.
- Sam - Added texture progression to Blocks as their health gets lower. Mostly fixed Enemy AI for the new Enemy sizes. Enemies won't jump/fly when hit by projectiles anymore. Continued writing tests for the remaining AI classes.
- Malte - Started on Build class tests.
- Erik - Added animated sprites for player and enemies.
- Anwarr - Worked on all of the menus and controllers.

Discussion items:
1. The plan going forward.

Outcomes:
1. We will finish all coding this week and focus on documentation, UML and presentation next week.

Objective outcomes:
1. We can remove the javafx dependencies in package enemyType now that we have added sprites instead of color. The dependencies on the fxgl library are more cleaned up. Due to the structure of the library there will still be a lot of dependencies that we will explain in the SDD document.

Assignments:
- Oscar - Try to find a good way to update the GameUI view.
- Sam - Continue writing tests for the last Enemy AI classes.
- Malte - Finish the Build class tests.
- Erik - Write javadoc for AnimationComponent class.
- Anwarr - Finish making tests and JavaDoc for most of the menus/controllers.

Wrap up:
For the next meeting:
- Work on our assignments.

Next meeting on 15/10 14:00 Thursday via Zoom.