

Meeting Agenda (13)

Group: Hmmm

Date: 28-09-2020

Chair: Oscar Arvidson

Participants: Malte Åkvist, Sam Salek, Oscar Arvidson, Erik Wetter, Anwarr Shiervani

Objectives:

- Write tasks for user stories (Main Menu, Enemy Pathfinding, Building).

Reports (from the previous meeting):

- Oscar - Started converting trello stories to RAD and helped Erik with weapon factory structure.
- Sam - Rewrote Enemy Pathfinding. Made improvements to AI.
- Malte - Created Building class, added functions for how/when you can place blocks.
- Erik - Added a weapon factory and three types of weapons.
- Anwarr - Refactored majority of the MainMenu class, did some work on SettingsMenu.

Discussion items:

1. Plan for the upcoming week before peer review.

Outcomes:

1. Add at least all current and completed user stories to RAD. Start writing SDD introduction, system design and references.

Objective outcomes:

1. Tasks have been written and added to Trello.

Assignments:

- Oscar - Keep working with RAD and SDD.
- Sam - Continue working on user story Enemy Pathfinding.
- Malte - Keep working on Building, refactor code and get the UI for Building working.
- Erik - Try to fix a bug that causes unlimited ammo when repeatedly pressing the "reload button" and continue working on making the player be able to switch between weapons.
- Anwarr - Review documentation for project (SDD/RAD). Make sure to update current information about the user story in Trello, too. Try to finish the main/settings menu story (testing & controllers for respective views may take time).

Wrap up:

For the next meeting:

- Work on our assignments.

Next meeting on 30/09 15:00 Wednesday via Discord.