

Meeting Agenda (5)

Group: Hmmm

Date: 09-09-2020

Chair: Oscar Arvidson

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

Objectives:

- Complete basic structure of classes for the projects workspace.
- Decide on which user stories and tasks to focus on.

Reports (from the previous meeting):

- Oscar - Looked into FXGL and how to implement it with an OOP structure. Specifically a potential player class and entity behaviour.
- Sam - Found a fix for different computers having different amounts of frames rendered while running the game. All computers should run the game exactly the same with this fix. Also gained a bit more understanding on FXGL.
- Malte - Read up on FXGL. Added various user stories.
- Erik - Continued design on graphics and read up on the basics of FXGL.
- Anwarr - Started coding in the GameWorld class.

Discussion items:

1. Assign new more fitting loose roles?
2. UML diagram which classes should be in it?

Outcomes:

1.
 - Sam - Meeting Secretary
 - Oscar - Project Administrator
 - Erik - Graphics & Sound Designer
 - Malte - Code Tester
 - Anwarr - Code Manager
2. The classes have been added to the current UML diagram, for example a WaveManager, Bullet and EnemyFactory class.

Assignments:

- Oscar - Look at tiled editor, and factory pattern.
- Sam - Look into player movement.
- Malte - Look into MVC, observer pattern. Setup controller test class.
- Erik - Will create Stone texture in Paint3D which will be used for the map.
- Anwarr - See how the Tiled-application works, try creating maps.

Wrap up:

For the next meeting:

- Come up with questions to ask the supervisor.

Next meeting (with supervisor) on 10/09 14:00 Thursday via Zoom.