Meeting Agenda (10)

Group: Hmmm
Date: 21-09-2020
Chair: Oscar Arvidson
Participants: Malte Åkvist, Sam Salek, Oscar Arvidson, Erik Wetter, Anwarr Shiervani

Objectives:
● Look over the new UML diagram.

Reports (from the previous meeting):
● Oscar - Changed Player class to PlayerComponent class, extend with Component and fix all affected classes. Created a UML with the whole project so far in order to have a discussion of the project structure.
● Sam - Refactored Enemy class and its subclasses to Component classes. Started working on the Enemy Pathfinding user story.
● Malte - Tried to write tests for WaveManager but they didn't work because the methods use physics, etc from the FXGL library which is difficult to test.
● Erik - Started working on the Player Shooting user story.
● Anwarr - Separated ActionButton into a different class, started on JavaDocs for all classes inside edu.chalmers.view.main. Worked on the settings menu.

Discussion items:
1. Dependency design UML
2. Packages refactor
3. Testing
4. Discuss how the game will work (building etc.).

Outcomes:
1. No big issue was recognized in the UML besides a dependency on an Arraylist from multiple classes which will be fixed in the next commit by Malte.
2. In the current state of the project, we didn't find any reason to refactor any packages based on the UML analysis.
3. We still have problems with testing but don't reallt know how to fix the issue at this time, Malte will look into what more we can do about it.
4. You can only build in between waves, (you build instead of being able to shoot).

Objective outcomes:
1. Modified the new UML diagram, added UML of packages and classes that were otherwise not present in the origin master branch.
   The resized paper size of the UML diagram to fit more components.

Assignments:
● Oscar - Create a collision handler class and look into improving the user input code and add Collsion user story.
● Sam - Will continue working on the Enemy Pathfinding user story.

- Malte - Add javadoc for WaveManager, SpawnEnemyRunnable classes. Try to run tests and add user Story "WaveManagerAdvanced".
- Erik - Will continue working on the Player Shooting user story and look into improving user input code.
- Anwarr - Keep working on the settings menu. Write tests for the settings menu and main menu.

Wrap up:

For the next meeting:
- Work on our assignments.

Next meeting on 23/09 15:00 Wednesday via Discord.