Meeting Agenda (9)

Group: Hmmm
Date: 17-09-2020
Chair: Oliver Karmetun
Participants: Malte Åkvist, Sam Salek, Oscar Arvidson, Erik Wetter, Anwarr Shiervani, Oliver Karmetun (supervisor)

Objectives:
- Add Travis to the project.

Reports (from the previous meeting):
- Oscar - Looked a little at Travis but realized it won't solve the core problem with testing. Looked up Component behavior benefits for collision equations.
- Sam - Added a CollidableComponent to the Enemy entity.
- Malte - Created a WaveController, which controls when a wave should spawn.
- Erik - Continued working on the class WeaponProjectile (previously called Projectile). Fixed a problem with the spawned projectile interacting with the player, causing the player to be launched in a random direction.
- Anwarr - Did some further work on the main menu. Looked into the structure of the project.

Discussion items:
1. Discuss the entity component system, how/if it should be implemented.

Outcomes:
1. Let each entity in the game add components which in turn will give the entities functionality. For example, a player entity will have player-like components.

Objective outcomes:
1. Travis has been added.

Assignments:
- Oscar - Change Player class to PlayerComponent class, extend with Component, and fix all affected classes.
- Sam - Will start working on the Enemy Pathfinding user story. Will refactor Enemy's class to an EnemyComponent class.
- Malte - Will try to add tests to WaveManager class and add comments. Might start on Building user story if there is time.
- Erik - Add testing for methods in WeaponProjectile.
- Anwarr - See how the project can be refactored to comply with the FXGL wiki on Github. ~~Look into why the last commits broke the "temporary" fix for movement.~~

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

Next meeting on 21/09 15:00 Monday via Discord.