

Meeting Agenda (6)

Group: Hmmm

Date: 10-09-2020

Chair: Oliver Karmetun

Participants: Malte Åkvist, Sam Salek, Oscar Arvidson, Erik Wetter, Anwarr Shiervani, Oliver Karmetun (supervisor)

Objectives:

- Work on UML, simplify it more, and upload it to repo.
- Work on user stories and tasks more.

Reports (from the previous meeting):

- Oscar - Collected all test code written so far and created a simple first iteration.
- Sam - Looked into player movement and collision, gained a better understanding of the areas.
- Malte - Learnt about the relationship between Model, Views and Controller and ways to implement it in our project, created WaveManager user story.
- Erik - Created more block textures.
- Anwarr - Experimented with the Tiled software and tried creating a map to use in the game.

Discussion items:

1. Work on RAD.
2. Work on user stories.
3. Create more concept art.
4. JUnit tests.

Outcomes:

1. Write more on RAD before Tuesday's seminar. UML, introduction, user stories,
2. We will break user stories down to smaller, more manageable, and clear stories. We will also go through all the user stories to see if their "acceptance" makes sense.
3. We will create more concepts about how the game will look in general.
4. We will begin writing tests using JUnit primarily for the player (player movement).

Assignments:

- Oscar - Create tests for Player class and add our own map/level texture file instead of the "test texture" file.
- Sam - Start working on enemies and their basic functionality.
- Malte - Will begin creating the WaveManager class for waves in the game.
- Erik - Begin working on projectile and weapon classes. Create weapon textures.
- Anwarr - Look into how views can be implemented for the settings menu and the main menu.

Wrap up:

For the next meeting:

- Write more on the RAD and get a working application prototype done.

Next meeting on 14/09 15:00 Monday via Discord.