Meeting Agenda (4)

Group: Hmmm
Date: 07-09-2020
Chair: Oscar Arvidson
Participants: Malte Åkvist, Sam Salek, Oscar Arvidson, Erik Wetter, Anwarr Shiervani

Objectives:
- Finish main vision for project.
- Write user stories and assign tasks.
- Sketch a simple UML of the planned model so far.

Reports (from the previous meeting):
- Oscar - Set up project workspace and maven libraries, wrote user story game sound/settings.
- Sam - Made a simple application to test the FXGL library.
- Malte - Wrote user story for player movement and shooting.
- Erik - Started designing graphics for the game
- Anwarr - Viewed a video about FXGL which showed the basics of the library.

Discussion items:
1. Which user stories are the most important?
2. Specific user stories and tasks.

Outcomes:
1. A list of user stories were compiled and sorted in prioritized order.
2. Multiple tasks have been created from the user stories.

Assignments:
- Oscar - Will further explore the FXGL library and game physics.
- Sam - Will learn more about FXGL and how it works. Will try to find a way to render frames consistently on all computers.
- Malte - Will watch a video about FXGL to get a better understanding about the library and continue with user stories and tasks.
- Erik - Will watch a video about FXGL to get a better understanding about the library and continue working on graphics.
- Anwarr - Start on "Game World" user story.

Wrap up:
For the next meeting:
- Find a way for the onUpdate() (FXGL) method to ignore computer processor speeds and render the same amount of frames across all computers (character movement speeds in the game will otherwise be inconsistent on different computers, even if code is the same).
- Set up the project workspace with the correct classes.

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