

Meeting Agenda (14)

Group: Hmmm

Date: 30-09-2020

Chair: Oscar Arvidson

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

Objectives:

- Add user stories to the RAD document.

Reports (from the previous meeting):

- Oscar - Set up Latex for both RAD and SDD. Finished introduction in RAD. Continued converting user stories from Trello to RAD. Fixed so that the player has a one-second delay after taking damage
- Sam - Have improved enemy AI's jump; added better jump collision.
- Malte - Added functionality for Building, it is now possible to find and remove blocks that are levitating on the map.
- Erik - Added functionality to switch between weapons and fixed a bug that caused unlimited ammo.
- Anwarr - Worked on controller class for main views.

Discussion items:

1. Services structure

Outcomes:

1. Ask Oliver if there is a difference between utilities and utils and if our utilities can be considered to be services.

Objective outcomes:

1. Some user stories have been moved over from Trello to RAD.

Assignments:

- Oscar - Continue with UML and documentation. Fix more map hitboxes.
- Sam - Will continue to improve Enemy AI to work with the building system.
- Malte - Add Javadoc to all utility and build classes.
- Erik - Make 2 new ground textures, implement the use of services for math calculations in the class WeaponProjectile, and try implementing a state pattern (fighting state and building state).
- Anwarr - Look into if the settings class from FXGL can be used instead of our own (better integration with the library?) Push changes as soon as possible.

Wrap up:

For the next meeting:

- Work on our assignments.

Next meeting on 1/10 14:00 Thursday via Zoom.