

## Meeting Agenda (19)

Group: Hmmm

Date: 12-10-2020

Chair: Oscar Arvidson

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

### Objectives:

- No main objectives for this meeting.

### Reports (from the previous meeting):

- Oscar - Try writing test for collisionDetection class but failed
- Sam - Have written tests for EnemyComponent, EnemyAIComponent, EnemyFactory, and StatMultiplier classes.
- Malte - Added tests for WaveManager and SpawnEnemyRunnable.
- Erik - Found textures for the player, Zombie and Rex. Created a texture for Blob. Found a possible solution to evaluate the outcome of the weaponProjectile methods in testing.
- Anwarr - Rewrote most of controllers and views. Made switching views possible.

### Discussion items:

1. Which unfinished user stories should we still implement.
2. Which unfinished user stories should we scrap due to lack of time.

### Outcomes:

1. Various Worlds, UI, Player Animation, Main Menu, Game Settings, Player Building. Fix or remove Build View.
2. Game Sound Settings, Player Pickup, Audio, Player XP System.

### Objective outcomes:

1. No main objectives for this meeting.

### Assignments:

- Oscar - Look into in-game UI and fxml files.
- Sam - Continue writing tests for the remaining Enemy AI classes. Fix a bug with Enemy AI.
- Malte - Write tests for all Build classes.
- Erik - Implement the solution regarding the testing of weaponProjectile and add the textures to players and enemies.
- Anwarr - Keep working on the UI (refactor classes, create nodes as needed, etc.)

### Wrap up:

For the next meeting:

- Work on our assignments.

Next meeting on 14/10 15:00 Wednesday via Discord.