Meeting Agenda (15)

Group: Hmmm
Date: 02-10-2020
Chair: Oliver Karmetun
Participants: Malte Åkvist, Sam Salek, Oscar Arvidson, Erik Wetter, Anwarr Shiervani, Oliver Karmetun

Objectives:
- No main objectives for this meeting.

Reports (from the previous meeting):
- Oscar - Added new maps and fixed hitboxes. Created an almost completed UML for the model with all attributes and methods.
- Sam - Enemy AI has been improved. At the last stage of this user story.
- Malte - Added Javadoc to service and build classes.
- Erik - Finished 2 textures, started working on math calcs for the projectile and implementing state pattern.
- Anwarr - Found a way to use FXML files as views with the FXGL library.

Discussion items:
1. User stories for the next sprint.

Outcomes:
1. User stories:
   a. Enemy Block Destroy.
   b. UI.
   c. Build View.

Assignments:
- Oscar - Add enemy spawn points on the map and make enemies spawn there. Continue RAD, SDD, and UML.
- Sam - Finish Enemy Pathfinding user story. Start working on Enemy Block Destroy user story if everything goes as planned.
- Malte - Finish priority and organize user stories in RAD-document.
- Erik - Continue working on projectile math calcs and implementing state pattern.
- Anwarr - Create views for Settings and Main menu in FXML instead (using SceneBuilder), prioritize finishing this before 17:00 today.

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

Next meeting on 5/10 14:00 Monday via Discord.