

Meeting Agenda (11)

Group: Hmmm

Date: 23-09-2020

Chair: Oscar Arvidson

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

Objectives:

- Testing gameWorld related methods.

Reports (from the previous meeting):

- Oscar - Made a collision user story. Added collisionDetection class and methods for a collision between (Player, Enemy) and (Enemy, Projectile). Added getDamage and inflictDamage for PlayerComponent, Enemy, and EnemyComponent. Started writing a simple test for PlayerComponent. Input does not need to change at the moment.
- Sam - Have continued working on the Enemy Pathfinding user story.
- Malte - Found a fix to running tests by using RunWithFX.class, created a small test for both PlayerComponent and WaveManager.
- Erik - Looked into ways of moving user input to view. Added activation of reload method in Weapon when pressing "R".
- Anwarr - Documented the majority of the classes in the main menu views.

Discussion items:

1. Game weapons structure.
2. Kind of weapon types.
3. What kinds of buttons and info on the screen in-game?

Outcomes:

1. We decided to see if we could implement switching weapons with the use of state patterns.
2. Three different weapons: (High fire rate, Low damage, short reload time), (Low fire rate, High damage, long reload time), (Medium fire rate, Medium Damage, Medium reload time)
3. You should be able to see which wave you are on, see player hp, see ammo left in the magazine.

Objective outcomes:

1. Malte has fixed testing issues and solved our biggest issue.

Assignments:

- Oscar - Look into the clock for preventing multiple collisions in a short period of time.
- Sam - Will continue working on the Enemy Pathfinding user story. Will try to get the first iteration of pathfinding working.
- Malte - Continue with JUnit tests for WaveManager, organize WaveManager better.
- Erik - Add a variety of weapons. Look into how the player will be switching between weapons.
- Anwarr - Push the documentation of the main menu views to GitHub and keep working on settings menu. (Absent during this meeting, was not able to attend.)

Wrap up:

For the next meeting:

- Work on our assignments.

Next meeting on 24/09 14:00 Thursday via Zoom.