Meeting Agenda (12)

Group: Hmmm
Date: 24-09-2020
Chair: Oliver Karmetun
Participants: Malte Åkvist, Sam Salek, Oscar Arvidson, Erik Wetter, Anwarr Shiervani, Oliver Karmetun (supervisor)

Objectives:
- Decide the future of enemy pathfinding.

Reports (from the previous meeting):
- Oscar - Started looking into a timer for PlayerComponnents inflictDamage method. Created 3 basic test for PlayerComponent.
- Sam - Have encountered major issues with the included pathfinding logic in the FXGL library. Will discuss these with the group to find the appropriate solution.
- Malte - Added javadoc comments to WaveManager and Runnable, removed WaveController (it didn't take any user input) and put it in WaveManager instead.
- Erik - Started implementing different weapons.
- Anwarr - Pushed documentation of the settings menu. Looked into how the settings menu can be constructed.

Discussion items:
1. Discuss the issues FXGL pathfinding logic will bring, and how to go about it.
2. Writing of RAD and SDD.
3. Building in the game.

Outcomes:
1. It was decided to not use the included FXGL pathfinding. Instead we will write our own AI.
2. Add all written user stories to the RAD and work on the designmodel in UML diagram.
3. Whenever a build block is not connected to the ground it will be destroyed. Can only place build block on a tile.

Objective outcomes:
1. We will write our own pathfinding AI from the ground up.

Assignments:
- Oscar - Keep working looking at timers, write SDD and RAD (user stories). More map creation.
- Sam - Will remove references to the FXGL pathfinding. Will also start working on our own pathfinding AI.
- Malte - Start with Build User Story.
- Erik - Continue working on implementing more weapons and work on making the player able to switch between weapons.
- Anwarr - Work on the settings menu.

<u>Wrap up:</u>

For the next meeting:
- Work on our assignments.

Next meeting on 28/09 14:00 Monday via Discord.