

## Meeting Agenda (18)

Group: Hmmm

Date: 08-10-2020

Chair: Oliver Karmetun

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

### Objectives:

- Write tests.

### Reports (from the previous meeting):

- Oscar - Created a TestCollisionDetection class and finished 91% coverage in TestPlayerComponentClass.
- Sam - Improved EnemyAI for level2.
- Malte - Added Observer pattern between MapManager and blocks (so the map is able to update and have correct blocks on correct tiles).
- Erik - Created testWeaponFactory class and finished testing the weapons package with 100% coverage of the methods.
- Anwarr - Looked into how the testing could be done differently. The author of the project (AlmasB) spoke in riddles on Gitter. Best to leave the testing as it is for now. Asked the author a question about switching between views.

### Discussion items:

1. Testing problems. How to test methods that use timers?
2. What is left.
3. How to run an update method for build UI?
4. How to switch between main views.

### Outcomes:

1. Try using testing variables to avoid timer to run during tests in order to just test actual functionality.
2. Views, AI, Testing, Sprites, UI details, Building, Menus, WaveManager, and documentation.
3. No solution found yet.
4. No real solution, awaiting AlmasB's answer on Gitter.

### Objective outcomes:

Started writing tests and organizing who will write what test classes.

### Assignments:

- Oscar - Keep writing tests for the CollisionDetection class.
- Sam - Write tests for classes in the enemy package.
- Malte - Write tests for WaveManager/SpawnEnemyRunnable.
- Erik - Make some new textures for the player and enemies. See if there is a way to test and evaluate the outcome from the private methods in the class WeaponProjectile.

- Anwarr - Work on tests for the main menu and the settings menu. I don't know how to switch between views yet and 90% of the views/controllers I made were purely accomplished through experimenting, very lacking information about this in the wiki. More worth to do some testing for now, rather than continuing "blindly" with the main/settings menu.

Wrap up:

For the next meeting:

- Work on our assignments.

Next meeting on 12/10 14:00 Monday via Discord.