Meeting Agenda (7)

Group: Hmmm
Date: 14-09-2020
Chair: Oscar Arvidson
Participants: Malte Åkvist, Sam Salek, Oscar Arvidson, Erik Wetter, Anwarr Shiervani

Objectives:
- RAD introduction

Reports (from the previous meeting):
- Oscar - Added player test class, started working on not allowing the player to double jump, wrote 4 more user stories, added Erik's new texture version.
- Sam - Added enemies and their basic functionality. They will now *try* to reach the player.
- Malte - Created a WaveManager class that will control the flow of waves in the game and spawns enemies.
- Erik - Started working on Projectile and Weapon classes. Completed sketches of application for RAD-document. Postponed working on textures for weapons.
- Anwarr - Merged settings and main menu user story into one (main menu). Created a new branch for the user story and created the view MainMenu.java, with support to dynamically add new buttons to the menu.

Discussion items:
1. How many enemies? What "creature" should they be?

Outcomes:
1. 3 different enemies. Zombie, T-Rex, Blob (Slime-ish creature).

Objective outcome:
- Almost finished the RAD introduction in order to use that in the seminar.

Assignments:
- Oscar - Create a rote class and structure up the code following MVC(A) if completed before the next meeting continue with playerTest class.
- Sam - Improve EnemyFactory to get easier access to enemy spawning. Look into getX() and getY() in Player and Enemy classes, they return wrong coordinates. Add 2 new enemies and improve enemy follow player functionality.
- Malte - Continue working on WaveManager.
- Erik - Continue working on Projectile classes. Look into collision detection between projectiles and enemies.
- Anwarr - Keep working on MainMenu.java and try to start with SettingsMenu.java. Push changes to master when done with MainMenu.java.

Wrap up:
For the next meeting:

- Prepare to present the project in the seminar tomorrow.

Next meeting on 16/09 12:30 Wednesday via Discord.