Meeting Agenda (16)

Group: Hmmm
Date: 05-10-2020
Chair: Oscar Arvidson
Participants: Malte Åkvist, Sam Salek, Oscar Arvidson, Erik Wetter, Anwarr Shiervani

Objectives:
- Start looking at peer review

Reports (from the previous meeting):
- Oscar - Added enemy spawnPoints, updated domain model and continued working with RAD.
- Sam - Almost completed the Enemy Pathfinding user story (AI is now able to traverse platforms, refactored AI class to multiple classes). Some bugs still exist that should be fleshed out. Started working on Enemy Block Destroy user story (enemies can now damage blocks). Added StatMutiplier class which allows us to increase Enemy stats at will.
- Malte - Refined user stories.
- Erik - Implemented the use of a math calc from utilities in WeaponProjectile and started working on adding tests for Weapon. Did not implement state pattern (It was decided against having two different states for building and shooting).
- Anwarr - Worked on controllers for the main views. Idea of using FXML views for the main views was scrapped as it was not possible, but doing so for the in-game views (health bar, resource count, etc.) is fully possible so that is something to consider.

Discussion items:
1. Testing timer methods.
2. Private method testing.

Outcomes:
1. Short term fix: Use a while loop that checks if a certain amount of time has passed until the thread can continue.
2. Private methods should not be tested since they will be used from other public methods.

Objective outcomes:
1. We set up a document for peer review but decided to focus on it during the wednesday meeting.

Assignments:
- Oscar - Write test for playerComponent and CollisionDetection, write SDD and RAD.
- Sam - Fix bugs for Enemy Pathfinding user story. Continue working on Enemy Block Destroy user story.
- Malte - Make the player unable to place a block under a permanent block. Find a way to update MapManager when a block is removed. Write tests for WaveManager and Building.
- Erik - Write tests for the whole Weapon package.

- Anwarr - Work on the settings menu. See how switching between views can be done. FXGL does not go into detail about managing views in this kind of way.

Wrap up:

For the next meeting:
- Work on our assignments.

Next meeting on 7/10 15:00 Wednesday via Discord.