

Meeting Agenda (21)

Group: Hmmm

Date: 15-10-2020

Chair: Oliver Karmetun

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

Objectives:

- No main objectives for this meeting.

Reports (from the previous meeting):

- Oscar - Added Observer Pattern between CollisionDetection and GameUI.
- Sam - Added tests for MovementAI and PlatformAI. Added a new StatImprovementAI class that handles various stat improvements needed while AI is running.
- Malte - Added a Controller which handles input and calls the view to update Build UI.
- Erik - Added javadocs to the AnimationComponent class. Fixed some minor things with WeaponProjectile.
- Anwarr - Worked on tests, managed to find a 100% thread-safe way of committing tests for FXGL. Worked a lot on refactoring the majority of the project. Documented all of the code I have worked on.

Discussion items:

1. Presentation

Outcomes:

1.
 - a. Basic Problem and Solution .
 - b. Demo.
 - c. Domain model.
 - d. Design model.
 - e. Packages IO.
 - f. Controller.
 - g. Advanced Problems and Solutions.
 - h. Tests.
 - i. Unfinished user stories.

Objective outcomes:

1. No main objectives for this meeting.

Assignments:

- Oscar - Add last fixes for GameUI and work with tests.
- Sam - Look through Enemy test coverage to see if any more tests are needed. Try to fix any last remaining bugs with Enemy AI.
- Malte - Write tests for Building.
- Erik - Change tests to work with the new fix that Anwarr implemented.
- Anwarr - Finish writing tests for my classes.

Wrap up:

For the next meeting:

- Work on our assignments.

Next meeting on 19/10 14:00 Monday via Discord.