Meeting Agenda (8)

Group: Hmmm
Date: 16-09-2020
Chair: Oscar Arvidson
Participants: Malte Åkvist, Sam Salek, Oscar Arvidson, Erik Wetter, Anwarr Shiervani

Objectives:
- Write on the Definition of Done.

Reports (from the previous meeting):
- Oscar - Added root structure class "GenericPlatformer" and improved high cohesion low coupling for the project. Added walls and roof for the game world and further explored testing which will require us to set up Travis.
- Sam - Improved EnemyFactory to get easier access to enemy spawning. Fixed methods getX() and getY() in Player and Enemy classes to return the correct value. Added 2 new enemies and improved the enemy follow player functionality.
- Malte - Continued working on WaveManager class.
- Erik - Continued working on the Projectile class, primarily focusing on collision detection and handling.
- Anwarr - Changed how the MainMenu class worked, too complex. Simplified it instead, with some negligible loss of extensibility.

Discussion items:
1. Definition of done (testing).
2. Testing.

Outcomes:
1. All classes and methods related to a user story should be documented to be considered done. The code will be tested and can involve 3 types of testing. Concrete testClasses, human code evaluation, and user acceptance testing.
2. We need to set up Travis for further testing which Oscar will look into.

Objective outcome:
1. Completed Definition of Done.

Assignments:
- Oscar - Set up Travis in order to be able to complete testing with the FXGL library.
- Sam - Start looking into how proper enemy pathfinding would work. Add a CollidableComponent to the Enemy class.
- Malte - Will look into collisions and fix the last of WaveManager.
- Erik - Continue working to complete the Projectile.
- Anwarr - Push "alpha" version of the main menu in this meeting. Write JavaDoc and testing for the main menu class. Start implementing the Settings menu.

Wrap up:

For the next meeting:
- Work on our assignments.

Next meeting on 17/09 14:00 Thursday via Zoom.