# Meeting Agenda (17)

Group: Hmmm
Date: 07-10-2020
Chair: Oscar Arvidson
Participants: Malte Åkvist, Sam Salek, Oscar Arvidson, Erik Wetter, Anwarr Shiervani

Objectives:
- Work on the peer review.

Reports (from the previous meeting):
- Oscar - Created level2 and started with level3 so we could further test the AI. Added a spawn point for the player. Changed the way the player spawned to work better with the flow of the application. Continued writing playerTests.
- Sam - Continued improving EnemyAI and fixing some bugs with it. Enabled spawning of the other Enemy types and corrected their stats.
- Malte - Fixed a bug where both the player and enemies can jump on the sides of building blocks. When the nearby levitating blocks will now correctly be removed when an enemy destroys a block.
- Erik - Created 2 new textures for a new level and continued working on adding tests for the weapon package.
- Anwarr - Looked into how testing could be implemented for the code interacting with FXGL (pretty much the entire project). Wrote to the author of FXGL on Gitter regarding this problem, after not receiving a response via mail. Worked a bit on peer review.

Discussion items:
1. Ask Almas (creator of FXGL library) a question about testing with his library.

Outcomes:
1. He has not answered our question yet.

Objective outcomes:
1. Peer review has been finished and handed in.

Assignments:
- Oscar - Keep writing tests, RAD and SDD.
- Sam - Improve EnemyAI for the new level (level2).
- Malte - Write on RAD/SDD.
- Erik - Finish writing tests for the weapons package.
- Anwarr - Try to get the testing for the project sorted. Communicate with the author of FXGL, AlmasB, on Gitter.

Wrap up:
For the next meeting:
- Work on our assignments.
Next meeting on 8/10 14:00 Thursday via Zoom.