

Meeting Agenda (22)

Group: Hmmm

Date: 19-10-2020

Chair: Oscar Arvidson

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

Objectives:

- Work on RAD, SDD and UML.

Reports (from the previous meeting):

- Oscar - Added test for ObserverPattern and PlayerComponent as well as methods test for methods with no coverage.
- Sam - Added more Enemy AI tests. Fixed bugs with Enemy AI.
- Malte - Added tests for utilities package.
- Erik - Added new jump animation for the player and enemies. Added tests for the animation component. Fixed some broken tests.
- Anwarr - Add tests + JavaDoc for all of my classes. Refactor Main and FXGLTest.
- Refactor some controllers to allow for more test coverage. Update small things here and there, such as level previews.

Discussion items:

1. Testing.

Outcomes:

1. We were a little behind schedule with the testing but all “normal code” is finished. A few classes still need test classes.

Objective outcomes:

1. Completed the RAD document.

Assignments:

- Oscar - Write final UML for domain model and design model and move RAD to Latex file.
- Sam - Write on the documentation.
- Malte - Finish utilities package tests.
- Erik - Start writing on the SDD document.
- Anwarr - Work on documentation.

Wrap up:

For the next meeting:

- Work on our assignments.

Next meeting on 21/10 15:00 Wednesday via Discord.