

Chairman: Tim Pelser

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Derde vergadering der RACESOFT

Race Algorithmic Competitive Engineering Simulator Omega Formula Team

Aanwezigen: Martijn, Elias, David, Wouter, Tim

Agenda:

1. Opening
2. Demo Showcase
 - Wat gaat er fout?
 - Wat zijn de verbeterpunten?
 - Must have
 - Should have
 - Could have
3. Sprint review
4. Reflection
5. Questions
6. Plan Next Sprint
7. Afsluiting

Done:

- Game Logics
- Initial styling UI

Issues:

- Getting the current game instance
- Updating UI on game changes. JavaFX requires Simple Property's to bind data with UI.
- We didn't really think ahead and didn't use this in our model and Json files.
- Our current design doesn't support buying / selling crew members but gives the player the ability to upgrade them instead.

Sprint Review:

- "Talking" between Controllers and with the current Game instance was a "big" problem, it's fixed now
- Not much was done during the Christmas Break, so there is still a lot of work to be done.
- Not everyone contributing as much.
- SOME SCREENSHOTS ARE MISSING!!!

Next Sprint:

- Connecting Game Logics to View
- Finish things from the Checklist that are not done yet.
- Driver --> upgrade POP UP what to upgrade ?
- Upgrade price in UI
- Points + Money system

EXTRA:

- Variable Stats/Race dependency
- Resolution Change (Full Screen)