

Meeting Agenda

Location: Hubben

Date: 2012-05-15

Time: 11:00

Facilitator: *Emil Johansson*

Participants: Emil Edholm, Emil Johansson, Johan Andersson och Johan Gustafsson

1. Objectives (5 min)

Decide deadline for new features.

Decide what the final features before presentation

2. Reports (15 min)

Refactor and test Effects. Done

GUI is practically done. A few more tweaks for user feedback is needed.

Map-editor is done.

Enemy now has a correct boardvalue which is used to determine which enemy is closest to base.

+ a lot of smaller changes from a inofficial meeting.

3. Discussion items (35 min)

From 2012-05-16 no more features are to be added, only bugfixes and refactoring.

RAD and SDD has to be finalized before thursday.

We have to fix so that after x number of released waves, the level is increased and the map changed.

Another thing we have to prepare for is the start script and jar file packaging.

4. Outcomes and assignments (5 min)

Emil J goes through interfaces and writes/updates missing javadocs.

Emil E will refactor effects to use the decorator-pattern and the next level implementation.

Johan A will work on the TODO:s in the project

Johan G will refactor the GUI rendering and work on unit tests.

Emil E also checks for bugs using FindBugs and bad couplings using STAN.

5. Wrap up

Documents have to be uploaded to GIT.

Next meeting/workspace will be on 2012-05-16.