

# Meeting Agenda

**Date:** 2013-04-26

**Facilitator:** Jakob Csörgei Gustavsson

**Participants:** Jakob Csörgei Gustavsson, Niklas Helmertz, Lucas Persson, Joel Torstensson

**1. Objectives:** (5 min) Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

- Decide what to finish for the next iteration.
- Refactor Body?
- How to implement rounds?
- Stats, implement?
  - Accounts?

**2. Reports:** (15 min) From previous meetings, (un)solved issues, etc. , see also 4

- Git repo restructured, project and document folder at root.
- Redone iteration releases on master branch, now using --no-ff merge.
- Now have more tests, still need more though.
- Working powerups.
- Sound is working on own branch.

**3. Discussion items** (35 min)

Decide what to finish for the next iteration.

- Menus
  - Settings
  - Being able to select amount of players.
  - Are probably quite difficult to implement
  - Try to find a library?
    - Nifty-GUI probably a good choice!
- More tests!

Refactor Body?

- Maybe not needed at the moment, if at all

How to implement rounds?

- Probably want a Round class which has a World
- Possible solution:
  - Achtung class has a list of Round
  - Each Round has a World.
  - Responsibilities of the different classes not determined as of now

Stats, implement?

- Not prioritized, fun thing to do if we have time
- Accounts?
  - Perhaps a Super Smash Bros. Melee implementation with names?

#### **4. Outcomes and assignments: (5 min)**

- Niklas: More power-up icons.
- Joel: More tests, start working on rounds
- Jakob: Develop a sketch of GUI
- Lucas: todo? PropertyChangeSupport for PowerUps
- Everyone: look at TODO tags

#### **5. Wrap up**

##### **Round 1:**

- 1a: Jakob
- 2a: Niklas
- 3a: Joel
- 4a: Lucas

##### **Round 2:**

- 1a: Jakob
- 2a: Lucas
- 3a: Niklas
- 4a: Joel