

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? PropertyChangedSupport 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