Meeting Agenda

Date: 2013-04-23

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).
- Find work for everyone
- Make Position immutable?
- Discuss what is left to do for Power-up system
- (Speed/rotation speed/turning?)

2. Reports: (15 min) From previous meetings, (un)solved issues, etc. , see also 4
- Collision detection mostly fixed, not perfect but very functional
- Power-ups
  - Discuss state
  - Should probably add an "isStackable" variable to PowerUpEffect.class
  - TODO: ID (see 18/4)
  - TODO: Colors (see 18/4)
- Still todo: update RAD and UML
- Have started SDD
- Power-up system on the way

3. Discussion items (35 min)
Make Position immutable?
- Not imperative at the moment, wait a bit

Discuss what is left to do for Power-up system
- Discuss state
  - Wait until we find a power-up that requires a saved state
- Should probably add an "isStackable" variable to PowerUpEffect.class
  - Yep.
- Duration of power ups
  - implement random duration to effect for some power ups
- TODO: ID (see 18/4)
  - Have already written Image/getImage utils in renderer, should probably use
  - getImage requires a path, create a ResourceManager class to handle that (takes an ID and finds file)
- TODO: Colors for power-ups (see 18/4)
  - PowerUpEntity knows whether it affects yourself/others/everyone

- - Some kind of state/Enum

(Speed/rotation speed/turning?)
- Should all be settable in settings/options before game
- Might have to change hole algorithm to account for current speed, so that holes are created large enough to pass through

Creating views, who and when?
- PropertyChangeListener!!! (WorldView to World)

4. Outcomes and assignments: (5 min)
Lucas: Add documents to repository. Get familiar with the code.
Joel: Write tests.
Jakob: power-ups in random places
Niklas: Make some power-up icons. (fixa git?)

5. Wrap up
- Speeeelaaaa!!!!!!1111!!!1!!!1!!!!!!!!
  - 1a: Jakob
  - 2a: Lucas
  - 3a: Niklas
  - 4a: Joel