

Meeting Agenda

Date: 18/5-17

Chair: Jesper Blidkvist

Participants: Edvin Meijer, Hampus Carlsson, Emil Jansson, Jesper Blidkvist

1. Objectives (5 min). Resolve any issues preventing the team to continue.

- Find improvement points in model
- Continue revising SDD and RAD

2. Reports (15 min) from previous meeting

- GROUP: Revised SDD
- EDVIN & EMIL: Implemented so that machines listen to the spotlight. Refactored so that the move method uses a velocity vector and physics. Fixed bugs related to the Machines and PlayableCharacters.
- HAMPUS: Researched and implemented physics and collisions into the game. Added controller and keyboard support in menus.
- JESPER: Improved render managers handling of light.

3. Discussion items (35 min)

- Create packages for model?
 - Subpackages:
 - AI - artificial intelligence
 - Interactive
 - Decoration
 - Playable
- Move view elements from game states to view.
- Improve stan.
- Use cases diagram and tests.
- UML class diagram in model
- Move libGDX to a special package.
- Refactors
 - WorkerNode is a exact copy of AINode, fix this.
 - Floor should no longer be a class. Decorative objects like floor will become a decoration class. It's it is used for getting the correct model.
- Make game possible to build with gradle.

Outcomes and assignments (5 min)

- GROUP: Update RAD and SDD and work on model UML. Decrease unnecessary model dependencies.

- EDVIN: Create the new package structure, and if time left research and implement button down interaction.
- EMIL: Implement event handling including how to end the game.
- HAMPUS: Refactor Collection to avoid sending unnecessary data.
- JESPER: Clean up models to fix a bounding box error, refactor render to handle new refactored Collection, work on package structure.

5. Wrap up

Meeting next monday(22/5-17) at 08:30.