

Meeting Agenda

Date: 24/4-17

Chair: Edvin Meijer

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

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

- New assignments for the team
- How we want to design the player controllers
- UML how much do we want to do and when?

2. Reports (15 min) from previous meeting

- EDVIN: Did research on how to implement the controller, unit tests and wrote assignment in LSP310.
- HAMPUS: Refactored the level editor script to adapt it to the rest of the program. Did some unit tests and wrote assignment in LSP310.
- EMIL: Worked on creating the map but realized it took too much time, made a map in paint and used that one for testing and wrote assignment in LSP310.
- JESPER: Wrote shaders for the 3D rendered objects and then did some animations for our models and wrote assignment in LSP310 .

3. Discussion items (35 min)

- We've come to the decision that we will fuse Edvin and Hampus alternatives when we get time after lunch. We realized that our alternatives were quite similar.
- The most important thing is that we get some kind of controller as fast as possible.
- We realized that we need to start implement the Model to not get stuck in just doing the work around.
- We don't want to change the from float to int in the map.
- We need to book a meeting for discussing UML.
- Do we need to do the use case tests and the use case diagrams?

4. Outcomes and assignments (5 min)

- HAMPUS & EDVIN: Discuss controller design, come to an decision after lunch.
- EDVIN: Start to implement controllers.
- HAMPUS: Bug fixes on level editor.
- EMIL: Implement the model and game mechanics after finished discussion.
- JESPER: Fix so that animated objects have their own listeners and create some kind of interface so that it is easy to change between animations.

- GROUP: Discuss UML design. Implement tests.

5. Wrap up

- Use case tests?
- Web analysis will be somewhat in the way and we we need to allocate time for it.
- Next meeting will be 27/4-17 13:15.

