

Meeting Agenda

Date: 27/3-17

Chair: Edvin

Participants: Edvin Meijer, Jesper Blidkvist, Hampus Carlsson

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

- We need to write the RAD and SDD-documents.
- Value use cases.
- Create UML for the base classes. Need to be done before the seminar.
- How to create different graphical objects. Menus, and map etc.

2. Reports

- Hampus, written use cases, all done. Found some new ones that we needed to add. Started on the map editor. First step was a xml parser and it seems like Hampus has found one that we will use, need more research to see how we structure the parser and surrounding classes.
- Jesper, written use cases, all done. Did a tutorial in libgdx to learn the library. Seems like libgdx does a lot of cool things.
- Edvin, written use cases, all done. Did some sketches for the objects in the game.
- Emil, written use cases all done. Created a list of all the use cases which we based the use case structure on.

3. Discussion items (35 min)

- How we should render menus and different screens. If we should use javafx or a custom built menu display that uses libgdx.
- Factories for creating all the graphical objects.
- Controller disconnect, pause menu, and options use cases should have low priority. The same thing goes for cutscenes.
- Which workshop block we should go on.
- Small details on how the ai should work.

4. Outcomes and assignments (5 min)

- JESPER: First version of RAD,
- HAMPUS: Keep working on map editor and it's classes.
- GROUP: More and more detailed UML. We need to specify the overall structure and how all of the parts are integrated into each other. Finish RAD and SDD documents. Evaluate use case priority.
- EDVIN: Create different layouts for maps and more sketches on what game objects should look like.

- EDVIN & EMIL: Learn one or more AI pathfinding algorithms.

5. Wrap up

- Next meeting we want to discuss:

- Power point and what needs to be presented and how.
- AI performance and structure.

Next meeting will be 13:00, 2017-03-30.