

Meeting Agenda

Date: 18/5-17

Chair: Emil Jansson

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

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

- Refactor model to improve structure and clarity
- Continue revising SDD and RAD, more specifically sequence diagrams.

2. Reports (15 min) from previous meeting

- GROUP:
- HAMPUS: Refactored the collection being used, as a consequence had to implement jbullet's functionality for rendering debug view. Fixed gradle so it now builds the project.
- EDVIN: Refactored model package structure. Wrote on RAD, SDD and project report.
- EMIL: Worked on an endgame listener/event handler, scrapped most of it.
- JESPER: Cleaned the robot model, does not seem to have any effect on bounding boxes generated by jBullet. Worked on refactoring.

3. Discussion items (35 min)

- Three use cases to turn into sequence diagrams.
- What needs to be done to prepare to the presentation?
- xbox controllers for teachers?
- Package structure.
- How endgame state should be implemented.

Outcomes and assignments (5 min)

We are going to make the use cases "honest interact", "dishonest interact" and "detected damage" into sequence diagrams.

Decided to move worker class into AI-package. The generated UML might look a bit confusing to someone coming from outside development team, but using stan everything should become clear. In short the package .model.AI had 4 couplings to worker in .model, these will be removed by moving worker.

We will use auto generated uml diagrams, while still making some of them by ourselves in draw.io.

We will spend Wednesday preparing for the presentation. Repetition monday morning.

Endgame State will be able to add listeners. One of those listeners will be InGameState. Map will get some kind of GameData class that contains information about how the game is currently going. For example how many machines that are destroyed.

- GROUP: Meeting regarding presentation at once after current meeting.
- EDVIN: Create sequence diagram and complement documentation.
- EMIL: Implement event handling including how to end the game. Write comments and clarify code.
- HAMPUS: Refactor InGameState and work on texts and presentation.
- 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 Wednesday(22/5-17) at 08:30.