

Meeting Agenda

Date: 15/5-17

Chair: Edvin Meijer

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

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

- Presentation of game physics and spotlight behaviour.
- Bugs.
- Spotlight as singleton.
- Workflow of report and SDD.

2. Reports (15 min) from previous meeting

- GROUP: Improved group dynamics, started to communicate in a clearer way plus showed interest in each other's work.
- EMIL: Implemented the AI module into the project and worked on some parts on the model.
- EDVIN & EMIL: Worked on AI stop/start behaviour.
- EDVIN: Worked on model implementing functionality as honest/dishonest interact and use ability. Wrote javadoc for all classes and interfaces in model.
- JESPER: Connected spotlight with game controller and implemented honest/dishonest interact in view.
- HAMPUS: Researched and implemented physics and collisions into the game.

3. Discussion items (35 min)

- Bugs are written down as git issues.
- Spotlight not as a singleton.
- We will make so that the spotlight uses the collision and physics to determine if a machine is detected.
- Functional decomposition and more thorough documentation on Controller and AI.

Outcomes and assignments (5 min)

- GROUP: Write SDD and report. Expand readability. Bug fixing and working together to refactor parts of the model to use collisions. Puzzle together the game.

5. Wrap up

Meeting next thursday(11/5-17) at 13:15.