Meeting Agenda

Date: 24/5-17

Chair: Jesper Blidkvist

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

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

- Some circular dependencies in model
- Continue revising SDD and RAD with updates from the refactoring.
- Work on points suggested by supervisor

2. Reports (15 min) from previous meeting

- GROUP: Worked on RAD, SDD and presentation
- HAMPUS: Functional decomposition in IngameState
- EDVIN: Created sequence diagrams for honest/dishonest react. Complemented docs in model. Worked on report.
- EMIL: Implemented endgame listeners. Refactored package structure in model.
- JESPER: Worked on rapport and small bugfixes. Model cleanup did not improve auto generated bounding boxes. Some refactoring in model.

3. Discussion items (35 min)

Meeting with Adam

We had a meeting with Adam Waldenberg today and discussed the current state of the project. He gave us a honest report for areas where our code structure could be improved.

- We have circular dependencies within some of our classes within the model package.
- InGameState is really big and should be separated into other classes.
- MenuControllers contain a lot of duplicated code, a lot of the view elements are also within them.
- We should write more tests.
- Our custom xml reader could be replaced by a public library.

Presentation

We want to have a live demo where we showcase the game. We also want to explain our thoughts and ideas about our project structure.

Refactoring

Some parts of InGameStract can be extracted into a GameWorld. GameWorld should

contain the code related to initing the physics world and contain a list of light and GameObjectContainers.

Models package structure is right now a logic representation of our view of the elements. This results in weird couplings between the packages. We should solve this by moving models into packages where they are mostly used together.

Tests

Right now there are not a lot of tests within our project. Some parts of the model is easier to test than others. Everything that is not using Timers should be possible to test. For example input data.

Outcomes and assignments (5 min)

Outcomes

- Parts of InGameState should be extracted into a GameWorld
- Model package structure should be reworked
- MenuStates contain a lot of view code that should be separated into a view class

What the group will work on

- GROUP: Work on presentation and write tests
- EDVIN: Refactor package structure in model and write tests for sequence diagrams. Write on report.
- EMIL: Refactor package structure in model. Cleaning up dependencies.
- HAMPUS: Refactor InGameState, create a GameWorld class.
- JESPER: Help with refactoring, write on raport. Fix bugs.