Date: 2017-05-22
Chair: Ludvig Andersson
Participants: Rasmus Lindgren, Markus Pettersson, Anthony Kalcic, Ludvig Andersson

Meeting agenda

Group 10, Parallax

1. Objectives

- Talk about game limitations, what is a realistic goal for us to reach before deadline
- Update the priority list.
- Hand out more assignments for the RAD, SDD and Report.
- Prepare for the last meeting with Adam
- Discuss how we make a custom PMD/find bugs file

2. Reports from the previous meeting

The group has worked together since the last meeting on the most important points on the priority list. We have done this:

- Anthony has implemented walls and a HUD
- Rasmus has been bug fixing, finding out why cardboard is not working.
- Markus has been bug fixing, finding out why cardboard is not working.
- Ludvig has worked on the scoring functionality, the game now stores high scores and is also able to write them out on the death screen.

The group has also worked separately on the writing assignments handed out during the last meeting. Not finished things will be added to the next assignments.

3. Discussion items

We have discussed limitations based on our initial planning and what is realistic to finish in time. This has then made some changes in the priority list.

We need to determine what is left to be done on the writing assignments, and then each member of the group can pick what they like to write.

We discussed if there are any questions we have for Adam. Since this is the last time we can ask him anything in person.

We discuss the find bugs and PMD file, we have gotten a file from Adam that we can implement. We also discussed if we have a plan B if that doesn't work out.

4. Outcomes and assignments

We have limited some parts of the project, mainly removing small things that could if implemented make the program better looking, things like particles and post processing. But we have also removed power-ups, laser eyes and shield.
An updated priority list has been made and is labeled version 4 on the priority list document, Found here:
https://docs.google.com/document/d/1rLWEdmq-qMbeJM56RhFUjK8dNYiBwHabn5xnIRpG WSI/edit?usp=sharing

Things that we need to do on the RAD, SDD and report, each member will write what they are going to write about.

RAD:
- Change pictures, make it focus how it look, and how it should look.
- Updated the Functional requirements, make them follow the new use-cases
- Write "2.3 Non-functional requirements". Can focus on that the game's Usability, reliability, performance. These have been important in the implementation phase.
- New use case listing
- New domain model
- Update the class responsibilities, based on the domain model.

SDD:
- Make the introduction describe development platforms, controllers and such.
- Sequence diagrams
- Refine and extend the text already written on the on point 4.
- Write about the reason for user only program, why we only need it and so on. We need to have the headline and write some text under it, even if it is not very important for us. Describe why it's not important for us.
- Remove abbreviations, should not exist in in science documentations.

Report:

Abstract: Short presentation of what the game is, and a summarization of what you can find in the report, more specifically the result.
Result: Divided into parts, firstly a part that is connected with the method, how did we use the methods, were we successful in using the methods we were told to use and the ones we decided to use in the project?
Secondly, what did this result in, a description of the game and the functionality we created. Thirdly, what we could have done better, what held us back from doing better. Knowledge, time and so on.
Discussion: Why did the game become like this, what could we have done differently and what are the benefits of both what we did and what we could have done differently. End of with what are have learned and if we are happy with the result.

Date: 2017-05-22
Chair: Ludvig Andersson
Participants: Rasmus Lindgren, Markus Pettersson, Anthony Kalcic, Ludvig Andersson

5. Wrap up

Updated priority list v4:
https://docs.google.com/document/d/1rLWEdmq-qMbeJM56RhFUjK8dNYiBwHabn5xnIRpGWSI/edit?usp=sharing

Assignments handed out will look like this:

- Anthony will:
- Rasmus will:
- Markus will:
- Ludvig will: Remove abbreviations, make sequence diagrams,

Next meeting will be on Wednesday 08:00-12:00 (2017-05-24) in SB-G310