Date: 2017-05-08
Chair: Ludvig Andersson
Participants: Rasmus Lindgren, Markus Pettersson, Anthony Kalcic, Ludvig Andersson

Meeting agenda

Group 10, Parallax

1. Objectives

-   We need to discuss the SDD.
-   We need to discuss the Rapport.
-   We need to discuss goal driven work.
-   We need to discuss the start up of the cardboard menu.
-   We need to figure out questions for Adam.

2. Reports from previous meeting

The group worked together since last meeting, and the main objective was to start the SDD. Finishing the SDD was becoming more and more urgent, which led to the group shifting priorities for a couple of days.

We have more or less managed to finish part 4 (Persistent data management) and will now work on the other points.

- Anthony has removed listeners from the core, he has also worked on changing the missile structure together with Ludvig.
- Rasmus has changed the core structure of the cardboard menu, it's now working more like the screen class.
- Markus has worked on code clean-up as well as helping out on the SDD and on creating the cardboard menu.
- Ludvig has worked on the missile structure.

Everyone has also worked on code clean-up. Working towards no errors from the PMD, STAN and such.

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3. Discussion items

We have discussed issues regarding:

- SDD, when is the hand in time, how much needs to be finished before Thursday, how do we set up the work that needs to be done?

- Rapport, we have discussed what we need to changed because we understood the assignment wrong. How much/ how many background texts can we keep?

- Goal driven design, we have discuss if we want to set deadlines on work and if we want to prioritize curtain things.

- Cardboard menu, we have got a cardboard menu class and one for normal phone usage/desktop usage. Do we want to create a big menu for the different types of game platforms or is it good like this?

- We have a couple of question rise up during the work, these will be used on Thursday.

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4. Outcomes and assignments

The SDD is going to be handed in at the end of the project, together with the rest of the project. We need to work a bit more on it before Thursday, but we believe that it doesn't have to be finished. We have focused on code structure and structured the work a little different, so being not finished is okay.

We need to rewrite the introduction and method chapters of the rapport. We also have to decide what background texts to keep, this will be done after we have written more/ gotten further in to the project.

We want to finish as much of these things as possible before we hand in the project: (Numbered based on prioritization)

1. Extended implementation of collision
1. Enemy that can shoot at the player.
1. Death, screen after a player dies?
2. Simple particles
2. Score
2. More power-ups
3. Post production effects

These questions have come up during the working phase and will be our questions on the next tutor meeting:

- How do we remove the two way dependencies from and to our Interfaces?
- Is it okay to implement Power-ups using ENUM to separate collidebles?
- Can you make a half singleton class or is there a better way of doing it?

5. Wrap up

Next meeting will be on Monday (2017-05-15) in Byron.