

Date: 2017-05-15

Chair: Ludvig Andersson

Participants: Rasmus Lindgren, Markus Pettersson, Anthony Kalcic, Ludvig Andersson

Meeting agenda

Group 10, Parallax

1. Objectives

- We need to discuss the sequence diagram (SDD)
- We need to discuss the rapport
- We need to discuss the MVC
- We need to talk about dividing work
- We need to decide what thinks are most pressing to do. Structure the work.
- We need to discuss commenting, when do we comment the code
- We need to discuss test, when do we create tests

2. Reports from the previous meeting

The group has worked together since the last meeting, but Markus has not been able to work due to a personal matter. The group member has accomplished the following tasks:

- Rasmus has worked on the cardboard menu. Some tests for power-ups have also been created
- Anthony has worked on general bug fixing, fixing the garbage collector and making collision lag go away.
- Ludvig has made the missile work in the refactored MVC packages. Now using a more refined implementation.

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3. Discussion items

What do we make sequence diagrams on? Is it a priority? When do we make them? Who does what?

What do we need to change in the rapport to make it work with the new objective? Can we keep something from the existing one? When do we work on it?

How do we work on the SDD? Do we make diagrams based on the use cases or just on what we have fully finished?

Do we want to do another big refactoring of the program for MVC? What do we change? Will there be changes in how the program work? Does something need a new name?

Can we make a list of the most important things we need to do? In what order do we need to finish these things? What group member does what?

What is the best course of action regarding code commenting and testing? How do we finally do it? Will we prioritize it?

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4. Outcomes and assignments

It's now clear on what needs to change in the SDD and the rapport. We need to create sequence diagrams for the missile and the start of apps. Then finish all the points. The rapport method and purpose needs to be changed to fit the new objective of the rapport. This will be something that we work with on the side. Anthony and Ludvig will work on the missile diagram and Markus and Rasmus on the app-start diagram (divided into the one for cardboard, and desktop)

We are going to have to divide objects like Agilion into a model, a view and a controller. We also need to rename "course" into "world", and make it handle the new views to render. This big refactoring work will mainly be done by Anthony, but Rasmus will handle some of his parts.

We have created a more refined list of things we need to implement. This list is in falling order, number one being the most important implementation/change. We have taken points from this list and divided them as assignments. The list:

1. Divide smaller parts of the program into MVC pattern.
2. Fix collision with the wall
3. A score function, based on time in the tunnel
4. Dying, the program starting over
5. Dying, and a screen comes up with final score and play again button
6. A well-structured course with obstacles and walls placed at decided places.
7. Implement power-up boxes, giving them a 3D model
8. AI functionality, making them able to track and shoot the enemy at a good level
9. The sound of the game needs to be changed before launch, simple sounds also needs changing
10. More power-ups need to be implemented, the simple ones are up next, nuke, extra life and shield.
11. Implement particles, mostly for ship explosion
12. Post-processing effects

Rasmus will work on specific MVC dividing, then start working on the death screen.

Anthony will work on general MVC dividing.

Markus will work on wall collisions, making it impossible to go through it.

Ludvig will work on the score functionality and a scoreboard.

We have decided that the most logical action to take regarding commenting and testing are to write them on the classes we have been most involved in. Because we have made a different amount of classes, commenting and making tests would be lots of work for some, and nothing at all for others. Therefore, If someone finishes with their classes, they will help out where needed. We have not decided a day to do this, it will be something that we do on the side. We will decide a day for this later, if necessary.

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5. Wrap up

Each member can work on like usual with the assignments given to them. It's good practice to occasionally take a break from coding and work on the writing instead.

Next meeting will be on Wednesday 08:00-12:00 (2017-05-17) in Nobel.