

Date: 2017-04-26

Chair: Ludvig Andersson

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

Meeting agenda

Group 10, Parallax

1. Objectives

- We need to write up questions that we should ask Adam at the next tutor meeting.
- We need to decide on specific times to write on the Web analytics.
- We need to discuss the usage of issues.

2. Reports from the previous meeting

We have worked together on the goals that we created last meeting, these goals were:

- Ludvig will work on getting the cannon to shoot.
- Anthony will work on collisions
- Markus with a gamepad class.
- Rasmus with implementing a menu.

The results are as following:

- Ludvig has implemented both cannon and missile, both are very similar and share a lot of code.
- Collision detection is coming along nicely, Anthony has made placeholder spheres for the entities and they are detecting each other and making a sound.
- Rasmus has created a state class, making it more simple to implement a menu state and a running game state.
- Markus has worked with controllers, gamepads and touch input. The goal is to separate these and removing their dependencies.

3. Discussion items

We have no finished questions written up, but we have things that need to be addressed during a meeting. Questions will hopefully arise after a brainstorming session.

The days we have to choose between for the web analytics is Wednesday afternoon, Thursday after the meeting and the whole Friday before the deadline.

Issues are a way to create structure of what has to be done in the project, located on Github. But since we are working together, this tool is not strictly needed.

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4. Outcomes and assignments

The result of the brainstorming of ideas for questions gave this result:

- How do we commit changes on git in an efficient way? Small commits that might not be fully working separately, or larger commits when everything is working? Is there another way?
- How is the structure of our program, is something clearly wrong, are we following the MVC pattern the right way?
- Should we put the controller drafting in the controller package to promote reusability, or should we separate it from the package which would promote separation between controller and view?

(Svenska)

- *Hur skall man commit:a på git? Skall vi göra stora eller små commits, finns det något sätt man brukar göra detta på?*
- *Diskutera strukturer, MVC eller om något annat är felaktigt.*
- *Skall vi lägga rendering av controllers i paketet som sköter koden för att främja återanvändbarhet, eller skall vi separera det från paketet, vilket skulle främja en separation mellan controller och view.*

We have decided to work on the web analytics mostly on Thursday after the tutor meeting. If this is not enough time, the work will continue on Friday.

We have decided to use Github issues when we feel that we have issues to share with the group, issues that should not be implemented right away. The group thinks it would be a good tool if we ever code separately. This way we prevent people from not having work.

5. Wrap up

Next meeting will be on Tuesday 15:00- 17:00 (2017-05-02)