

Date: 2017-05-26

Chair: Ludvig Andersson

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

Meeting agenda

Group 10, Parallax

1. Objectives

Today's meeting will be a discussion about these things:

- What does the last day of programming look like, what is the most urgent things that really need finishing before the deadline?
- How will the weekend look like, what will the tasks be? Where will we work?

2. Reports from the previous meeting

We have worked together since the last meeting and worked on/ finished these things:

- Anthony has implemented particles to the game and worked on removing minor bugs.
- Rasmus has found the cause of the cardboard bug that made the game not work but not yet found a solution. He has also written some test for the game, and made projectiles remove walls upon collision.
- Markus has made the spacecraft rotate in the direction of its movement vector, making it look like it has natural movement. Worked on the cannon. Fixed rotation of the missile. Made the menu shooting feature and fixed circle dependencies.
- Ludvig has worked on documentation, writing on the SDD, RAD and Report. Also made a sequence diagram and worked on the warnings from PMD, Check style, Find bugs, lowering them from 6000 to 1800.

3. Discussion items

We have discussed issues that we need to be fixed today. We have decided that the game needs to be fully playable today, allowing us to hand in at any time.

Every group member feels like we need to work during the weekend to finish the project. We will give out writing assignments, but will most likely meet up in school to finish them.

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4. Outcomes and assignments

We need these things to be finished before hand-in:

- The HUD text needs fixing in VR.
- Remove temporary 1 in 100 chances for sound and music.
- The death screen needs to be implemented, showing score and taking the player to the next screen.
- Play and quit textures needs fixing.
- Royalty free sounds for shooting and collisions.
- Tests for most classes in the model package
- Java documentation
- PMD, Check Style and Find Bugs
- Make the power ups be randomized in the containers
- Missile needs a target point
- HUD showing amount of shots
- Containers giving the right amount of shots
- Highscore in the start-game menu.
- Use code coverage tools like jCoCo or Cobertura.

The group will start with these things:

- Anthony will work on 3D models
- Ludvig will remove all the PMD, Check style and Find bugs warnings.
- Markus will fix the VR text issue
- Rasmus will write more test.

The weekend (2017-05-27 to 05-28) will be for writing RAD, SDD and report. We will start working on the presentation, but this will have a higher priority on Monday (2017-05-30). Assignments will be handed out at a later date. We will most likely meet in school and finish the project.

5. Wrap up

This will most likely be the last meeting, important upcoming dates:

- 24:00 Sunday 2017-05-28, hand in of the code, also fully finished git.
- 23:55 Monday 2017-05-29, hand in of the report.
- 09:00 Tuesday 2017-05-30, presentation and demo of the project.