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

Meeting agenda

Group 10, Parallax

1. Objectives

-   We need to write a mail to Adam, about how to separate the view and the model. We also want to ask him if our solution works.
-   We need to divide work between all members of the group.
-   We need to decide how we work on the SDD.
-   Markus is going to show how the screen implementation works.

2. Reports from previous meeting

We have worked together since last meeting, fixing the structural issues in the code. During the tutor meeting, we ran a program named Stan that evaluated dependencies in our code. We found out that the view and controller classes had mutual dependencies that needed to be removed. This required a large restructuring of the code.
A first draft of the rapport has also been started since last meeting.

-   Anthony has worked mainly on package structure, refactoring the platform package into a view and a controller.
-   Rasmus & Markus has worked on how you create games and implementing a screen/game interface that decides what screen that the program will show.
-   Ludvig has written a summarize of the tutor meeting, created issues of what was said and tried to find out how the Rapport structure will be (tense, length etc.)

3. Discussion items

We need to formulate what we need to ask Adam, then we can write a mail together.

We can decide work after we have gone through the project and assessed what is important going forward.

We will need to read about the SDD, what is supposed to be in it and such.

Markus will hold a short presentation on how screen now is the focus in creating the game.

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4. Outcomes and assignments

We have decided that it would be best to structure the code some more, before we ask Adam to look at it. The code is a bit messy in its current state and we have not finished the main fixes yet. We will therefore wait until next week to mail Adam.

We have structured the work like this:
- Anthony will remove spacecraft listeners
- Markus will separate model-view-controller for GameScreen and MainMenuScreen.
- Ludvig will make the powerUps fully functional
- Rasmus will focus on the VR implementation.

We will read about the SDD from the course page. This task will be done individually some time during next week, before we start writing.

5. Wrap up

Next meeting will be on Monday 2017-05-08, in M1215C