

**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 task we were given by Adam at the previous meeting, have we managed to do them all or are there still any left to go?
- We need to discuss a rendering issue.
- We need to discuss if the RAD needs changing.
- We need to specify and create new tasks.
- We need to find out how quaternions work.
- We need to discuss code commenting.
- We need to discuss how we are going to set up the week.

### 2. Reports from the previous meeting

We have worked together since the last meeting, mostly on implementing the changes that were brought to light during the last tutor meeting, each member has done as following:

- Anthony has refactored the collision detection and how it works. Also worked on bug-fixes.
- Rasmus has worked on the cardboard menu.
- Markus has implemented game/Screen and made the main menu now follow the MVC patters.
- Ludvig has implemented project Lombok and made Lombok getters/setter were suitable. Changed the project name structure, now all lowercase. Worked on the texts and meeting protocols.

The group has also worked together on the rapport.

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### 3. Discussion items

After the meeting with Adam

(<https://docs.google.com/document/d/1aIY7YO362nF7tsTpiH9MM80qXAetYftG0zy30aeXiTc/edit?usp=sharing>], we had a couple of things that needed to be done. We have a couple of things left to do:

- Removal of the platform map, due to everything now refactored to the MVC maps.
- STAN and PMD code analyzing.
- SDD document.
- Model-names in the view.

The menu doesn't need to be rendered in 2D, due to things not updating.

The RAD doesn't feel like a tool we are in need of any more, if something is unclear, the RAD is not where we search for information.

We need to choose the most important things that need to be done and give them out as assignments.

We need to make a utils class that handles the quaternions translations.

We will have to choose a da to fix all comments, there are not enough comments in the code currently.

SDD, code commenting, Coding, Rapport. Things that needs to be finished.

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## 4. Outcomes and assignments

Lingon will remove the platform map

We will do a STAN PMD before next meeting, fixing any mistakes

We will begin the SDD on Tuesday morning

We need to work on the menu implementation, both deciding an idea and then implementing it the right way.

We could update the RAD if we find some time, but it doesn't feel very necessary for the work anymore. An update wouldn't hurt since it might be something that is a part of the finished grade.

- Anthony will remove spacecraft listener from the core.
- Rasmus will continue work on the cardboard menu.
- Markus will finish the last part of the menu, then work on AI.
- Ludvig will work on the power-ups. First implementing the missile fully, then making more power-ups.

We are going to make a class that can handle all quaternion translation, extending the not fully implemented library.

A day in the near future will be commenting day, where we fix all the comments as well as making new ones.

Monday afternoon will be purely coding.

Tuesday morning and as long as we can manage will be SDD day, we need to finish as much of the SDD as possible. We will code for the remaining part of the day.

Wednesday will be the next meeting, and after that, we need to fix code problems and such before the next tutor meeting. We will also have to finish the SDD, it needs to be ready for hand in. (first draft)

## 5. Wrap up

**Next meeting will be on Wednesday 2017-05-10, in M1222A**