Meeting Agenda

Date: 23/5-2016

Facilitator: Martin So

Participants: Michel Folkemark, Pontus Thomé, Viktor Engström, Martin So

1. Objectives (5 min). Resolve any issues preventing the team to continue:

- CollisionHandler performance issues
- Circular dependencies

2. Reports (15 min) from previous meeting

Michel
- Moved attack handling to model
- Refactored sounds to be outside of model
- General refactoring

Martin
- Chest now has different texture when opened.
- Implemented tests for: ManaFountain, obstacles, npc, walls.

Viktor
- Redone some GUI elements to 9patches and added to textureAtlas

Pontus
- Refactored the model into packages.
- Worked on circular dependencies
- Fixed save game
- Started writing on the SDD

3. Discussion items (35 min) - (Discuss issues from 1 and 2, possibly new or more general issues (very short notes and/or keywords)):

- Circular dependencies
- CollisionHandler using a lot of CPU
- Optimize code overall
- Tests.

4. Outcomes and assignments (5 min) - (Outcomes from 3). I.e. write down what's decided and why it was decided? Sync with other documentation (add terms to wordbook))

- Fix character reference to adlez, maybe let cotroller handle adding of attack to adlez
- Fix friendlyNPC reference to adlez
- Fix PlayerController reference to ScreenManager: Implement AreaConnection listener differently? ScreenManager directly listens to AreaConnections
- Fix Character & player reference to CollisionHandler: Observer pattern?
- Move sounds from model
- Optimize CollisionHandler by excluding unnecessary checks
- Remove unnecessary Controllers if any
- Chest: Fix that an item in chest should be removed after having been looted

- Continue with tests
- Test coverage: Remove methods that aren't used

-From outcomes, 1), 2) and 3) (re)assign each group member issues to solve.

- To do:
- Circular dependencies.
- Optimize performance.
- Inventory view.
- Tests.
- SDD.
- RAD
- Clean up code.

All: Wait until meeting tomorrow before assigning tasks.

5. Wrap up

-Write down unresolved issues for next meeting:

- Tasks will be assigned tomorrow

-Time and location for next meeting:

- 24/5 8-10 room 6213