

Meeting Agenda

Location: Idégränd 5

Date: 17/5 2012

Time: 14:14-∞

Facilitator: Magnus Huttu

Participants: Andreas Karlberg, Linus Karlsson, Magnus Huttu, Jonathan Kara

1. Objectives (5 min)

What we want to tell during the presentation, and how we are going to do it.

Look through what we have left to do.

How we are going to refactorize all the code.

2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

NA

3. Reports (15 min)

The SDD and RAD are finished

Settingsview is photoshop

EffectsVolume is almost finished

Highscore is done

The blocks rotation is complete

Timer is working

4. From previous meetings, solved issues, e. t. c.

NA

5. Discussion items (35 min)

1. How we are going to do the presentation?

We need to decide which Usecases we are going to present.

Suggestions: Move, Shoot, FallingBlocks, ChangeTheme, NewHighscore.

Decisions: Move, Shoot, FallingBlocks, Highscore

GameDemons

How we are going to Demo:

Start the program

Go to settings

Change Volume

Change Cannon and enter a name

Start the game in EasyMode

After some shots we enter the pause menu

Enter main menu and click exit

Start the application with konami code

Enter settings and show that the name is still there

Show off the hard mode, while we let the blocks fall we can tell them about how the blocks work.

Let it go to game over

Talk about the **SDD** and go through some connections

Technical solutions:

how the blocks split

```
if(imagemap.isUsed()){  
    talkAboutIt();  
}
```

Summarize the presentation:

We used the Slick library™

The game is a mixture of tetris and space invaders

We started as a basic group but ended as star troopers.

2. What do we have left to do?

We need to refactorize our own classes so that the program shows the correct amount of code for each person.

JavaDoc on all classes.

6. Outcomes and assignments (5 min)

Everybody takes care of their classes

7. Wrap up

1. NA
2. No more meetings.