

Facilitator: Linda Evaldsson

Participants: Linda Evaldsson, Johan Swanberg, Hanna Römer, Simon Gislén

Date: 11/5/2015

Meeting Agenda

Group meeting for group 11, Proximity

§1 Objectives

- We need to discuss unit testing not working
- We need to discuss saving
- We need to discuss the Map-class
- We need to discuss services
- We need to discuss hand object and tower selecting
- We need to discuss creep memory leak

§2 Reports

Linda has posted the schedule to facebook and to the website. Gitinspector statistics are now also available on foh-proximity.se/gitinspector

Unit testing is still not working even though we have solved the problem from last meeting. Another problem has occurred instead.

Linda has:

- pushed the changes made to Map/GameData
- restructured the Map class to follow "Tell, don't ask" principle
- Implemented key bindings
- Finished creating the spell UI

Johan has:

- Fixed the spell memory leak
- Fixed spells being placed as handObjects
- Made a proximityRandom service to loosen dependency on libgdx random
- Added a preliminary save-object for persistent objects / save data
- Removed libgdx vector2 dependency where possible and replaced with own vector class.

Simon has:

- Created mocking environment for OpenGL
- Attempted to fix the memory leak with creep images

Hanna has:

- Created an UI for selecting towers
- Implemented upgrading towers

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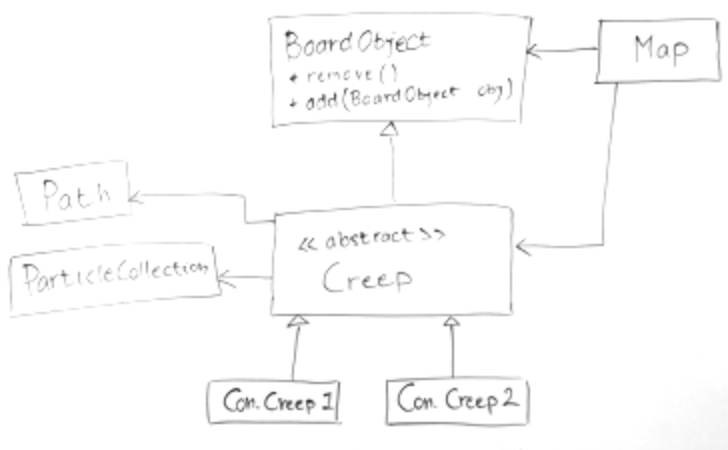
§3 Discussion Items

1. Unit testing
2. Saving
3. How to structure the map class
4. What services are needed
5. How the hand object works with tower selecting
6. Creep memory leak

§4 Outcomes and assignments

Outcomes:

1. We need to make sure everyone can run the unit tests. This must be a prioritized task and should be done as soon as possible.
2. We need to be able to save the following info for a player: Experience for all factions and how many waves that has been defeated on each map.
3. We currently have a structural problem with the Map object because BoardObjects like Creep and Tower have a reference to Map and Map has a reference to them (double dependency). We discussed how to remove this and came up with the following solution for a restructure:



We will use a boolean (for example "isRemoved") in BoardObject to keep track of whether the object should be removed the next cycle. There will also be a list in

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BoardObject of items that are supposed to be added the next cycle. Objects can be added to this list by using the “add”-method. There will also be a method to get the objects from the add list. This will be used by Map to add items.

Other BoardObjects like Tower and Projectiles are not included in the above drawing, however they will be changed in a similar manner.

4. We need a service for rendering items. Currently the libGDX SpriteBatch and ShapeRenderer handles all the rendering. We don't want to be so attached to the libGDX-library so we will instead create our own service “ProximityRenderer” to handle rendering.
5. Currently when a placed tower gets selected it changes a variable in Map. It should instead be placed in the hand object. To make this possible a “isPlaced”-method must be added to the Holdable interface.
6. Even though we have created a solution for the creep memory leak it still shows up sometimes (Very seldom). We will not prioritise solving this since it cannot be reproduced and is not affecting the game a lot.
7. We have a small problem with scaling, the game does not scale correctly when it is started from the main menu. This is not prioritised but needs to be fixed.

Assignments:

1. We will together take a look at unit tests after this meeting and try to solve the problem we currently have so we can start testing for real.
2. Johan will create the save function as discussed.
3. Linda will restructure how Map and BoardObjects refer to each other as discussed.
4. Johan will create the service for rendering items as discussed.
5. Hanna will move the selecting-function to hand as discussed.
6. We will add the task to fix the scaling problem to our project handling program trello. Someone will be assigned this task the next meeting.
7. Simon will continue working on the profile view (left from last meeting)

§5 End of Meeting

Next meeting is wednesday 13/5 09:00 at Kårhuset, Chalmers