

**Facilitator:** Linda Evaldsson

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

**Date:** 18/5/2015

# Meeting Agenda

Group meeting for group 11, Proximity

## §1 Objectives

- We need to divide classes to write tests
- We need to discuss what needs to be done in order to have a finished program
- We need to discuss dependencies in Model

## §2 Reports

Linda posted the schedule to facebook and [foh-proximity.se/schedule](http://foh-proximity.se/schedule) after the last meeting.

Johan has tried to create a service for rendering items but felt that he could not within a reasonable time complete the work. We need to discuss whether to continue this assignment and delegate it to someone else.

Johan has:

- reworked parts of the spell system, the spells now behave correctly, and has a cooldown system. Various bugs in spells also fixed.
- fixed a viewport related bug when rescaling the screen, which caused clicks to not register
- fixed targeting methods (last & first)
- added a service layer for sound
- fixed the bug which caused creep devolutions to not work.

Simon has:

- created an new tower, the sniper tower
- fixed a problem with gradle not working with junit tests
- solved small bugs found by find bugs
- written unit tests

Linda has:

- solved the crash bug discussed during the last meetings
- created a visual indicator for the spell cooldowns.

Hanna has:

- added a Game-over Screen

## §3 Discussion Items

1. How will we divide the the work of writing test classes?

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2. What features, bugfixes and restructures of the program are essential to complete before the deadline?
3. How will we handle the dependency in model for gdx spritebatch and shaperenderer?

## §4 Outcomes and assignments

### Outcomes:

1. See assignments for how testing has been divided.
2. In order to finalize the program the following tasks are required. We will prioritise them in the below order:
  - a. Complete Junit testing
  - b. Fixing bugs found by find bugs
  - c. Removing dependencies from model (reduce package complexity)
  - d. Reduce package complexity
  - e. Fixing crashes (when upgrading towers)
  - f. Fix winning and losing
3. Linda will give it a try to fix the dependency on gdx spritebatch and shaperenderer

### Assignments:

1. Testing is divided, see how below:
  - a. Linda will test:
    - i. Models.ControlPanel
    - ii. Models.Map.Maps
    - iii. Models.Player.Holdables
    - iv. Models.Player.Factions
    - v. Models.Utils
  - b. Johan will test:
    - i. Utilities.Services
    - ii. Models.Map.Bases
    - iii. Models.Map.creeps
    - iv. Models.Map.path
    - v. Models.Map.Particles
    - vi. Models.Map.Projectiles
    - vii. Models.Player.PersistentSave
    - viii. Utilities.PointCalculations
  - c. Hanna will test:
    - i. Models.MenuModels
    - ii. Models.Player.Players
    - iii. Models.Player.ResourceSystem

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- iv. Models.WonLostModels
  - d. Simon will test:
    - i. Models.Map.Waves
    - ii. Models.Map.Towers
    - iii. Models.Player.Spells
- 2. We will take this list in consideration as we continue
- 3. Linda will give it a try to fix the dependency on gdx spritebatch and shaperenderer
- 4. Johan will close the streams in the savemanager.
- 5. Linda will be assigned to solve the scaling problem. (left from last meeting)
- 6. Linda will restructure the rest of BoardObjects (remove Map) (left from last meeting)

## §5 End of Meeting

Next meeting is monday 21/5 8:00 at Kårhuset, Chalmers