Facilitator: Linda Evaldsson
Participants: Linda Evaldsson, Johan Swanberg, Hanna Römer, Simon Gislén
Date: 7/5/2015

Meeting Agenda

Group meeting for group 11, Proximity

§1 Objectives

- We need to discuss how to structure the GameData class
- We need to make a plan for testing
- We need a schedule for next week
- We need to discuss services

§2 Reports

Simon has successfully made gradle work with jUnit correctly, but discovered that jUnit tests have no openGL context, so we need to find a find a way of testing classes which requires this.

We have had a meeting to write on the report and we've made a lot of progress. The introduction is almost finished and a lot of progress has been made on the theory, method and result-parts.

The schedule for this past week was posted by Linda to the website and Facebook-page directly after the meeting.

Hanna has
- installed Find Bugs and tried it.

Johan has
- found three memory leaks and solved one of them temporarily.

Linda has
- Tested removing "Maps" from the Singleton "GameData" and adding it to all objects instead. These changes has not been pushed.

§3 Discussion Items

1. How are we going to structure the GameData class?
   a. Are we going to keep the refactoring done by Linda?
   b. If kept - will menuObjects be BoardObjects?
   c. If kept - should the organisation of GameData be done some other way?
   d. Should more be refactored?

2. How will we test the classes that require an openGL context?

3. How will we solve the memory leaks?

4. How will next weeks schedule look?

5. Services

§4 Outcomes and assignments

Outcomes:

1. We are going to restructure the singleton GameData a little bit. Currently the GameData class has a lot of information in it and since this causes a lot of coupling we want to minimize the information GameData has access to.
    a. The restructuring done by Linda, removing Map from GameData, should be kept and pushed
    b. MenuObjects will still be BoardObjects
    c. GameData will be minimized and have as little information as possible
    d. All settings in GameData should be moved to a Settings class

2. This could be solved by creating a mock environment for OpenGL.

3. The following problem exists and need the following solutions.
    a. Some creeps don't load their texture correctly, instead they create a new texture. This causes a memory leak because we never dispose of the textures. This can be solved by loading the texture as a static image which all creeps of the same evolution shares, or have each creep have its own texture and dispose it when the creep is removed. For performance reasons we will use the first solution.
    b. The Strings used for the control panel is not disposed when the game changes from the play-state to the main menu. This could be solved by disposing the strings but since they are very few they memory leak is only a few kb per hour. It will not be a prioritised task to fix.
    c. The ParticleEffects in the game are not disposed of correctly. We use pools for getting Particle Effects but if the pool is empty a ParticleEffect is created with no reference and not disposed of or put back in the pool when it is finished. This can be solved by ensuring the pools are always bigger than the amount of effects it is possible to create on the map.

4. We have made a new schedule for next week. The schedule does not include individual time (for example programming), this will be planned by each individual.

5. We have a few classes that should be services but are not implemented as services. For example Vector2, Random and Sound. We need to create services for these, ProximitySound, ProximityRandom and ProximityVector2

Assignments:

1. Linda will push the changes made to Map/GameData and also add the changes decided on this meeting.

2. Simon will attempt to create a mock environment for OpenGL.

3. Johan will try to fix the memory leaks as discussed.

4. Linda will post the schedule to Facebook and our website foh-proximity.se/schedule

5. Johan will create the services as discussed.

6. Linda will implement the key bindings. (left from last meeting)

7. Linda will continue working on the spell UI

8. Hanna will create a UI for selecting towers

9. Simon will continue working on the profile view

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§5 End of Meeting

Next meeting is thursday 11/5 13:00 at group room 3215, EDIT, Chalmers