

Facilitator: Linda Evaldsson

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

Date: 23/4/2015

Meeting Agenda

Group meeting for group 11, Proximity

§1 Objectives

- We need to discuss how to design the “Holdable” interface
- We need to finish the report disposition and intent (syfte)
- We need to discuss how to transcribe the UML we have from pictures of drawings to computer rendered UML

§2 Reports

Since the last meeting we have had an exercise where we created a draft for the disposition of the report.

Johan has gotten the python script gitinspector to work so the group knows how many lines of code are attributed to them.

On the programming side the following things have been implemented:

Linda has:

- Finished the user interface for placing towers

Hanna has:

- Started working on being able to pause the game

§3 Discussion Items

1. How do we want to implement the Holdable-function/interface?
2. When will we finish the report disposition and intent (syfte)
3. How will we create computer rendered UML?

§4 Outcomes and assignments

Outcomes:

1. We concluded that we will keep the Holdable interface as it is. Other alternatives that we discussed was to move the Holdable interface-methods to the “BoardObject”-class but this would mean we have to make spells into “BoardObjects”. We don’t want to do this so we will keep the methods in the Holdable interface instead.

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2. We only have a little bit more to write on the intent, the disposition is basically done.
3. We will continue sketching UML on whiteboards and paper as we do today, and when we have finished programming the task we will simply generate UML.

Assignments:

1. We will finish the disposition and intent after this meeting.
2. Johan will try to generate UML for the current program using IntelliJ's generator
3. We will continue programming and taking tasks from the task list we have on trello.
 - Linda will focus on the User Interface
 - Johan will primarily focus on spells and making art assets
 - Simon will focus on spells, levels, resources and user interface for levels
 - Hanna will focus on user interface for speed control and Main menu.

§5 End of Meeting

Next meeting is tuesday 28/4 14:15 at Hubben, Chalmers