

Facilitator: Linda Evaldsson

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

Date: 14/4/2015

Meeting Agenda

Group meeting for group 11, Proximity

§1 Objectives

- We need to create a presentation for next thursday
- We need to split the work up into tasks
- We need to produce more assets

§2 Reports

The previous meeting was planned for this saturday, but because of obstacles for one of our group members we had to reschedule our meeting. We discussed the new meeting time using our group-communication forum.

The project has been uploaded and we have created a basic structure for the main parts of the program.

During the first week of the break Johan and Linda has been pair programming and created some base functionality with the UML document that the group created as base. Some things that have been created are:

- Abstract classes for particle effects, projectiles, towers, and creeps
- Concrete classes for particle effects, projectiles, towers and creeps
- A basic functionality for spawning creeps
- Basic path-following functionality for creeps
- Movement logic for projectiles
- Basic shooting logic for towers
- Camera implementation for screen resizing
- A path creating tool
- Structure for managing different screens

Johan has created art assets for two towers, two creep-evolution lines and some particle effects.

We have updated the RAD with a new UML analysis

§3 Discussion Items

1. How will we create the presentation for next thursday?
2. How will we handle the management of tasks?

Facilitator: Linda Evaldsson

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

Date: 14/4/2015

3. What assets do we need and how will they be created?

§4 Outcomes and assignments

Outcomes:

1. We want more instructions for next thursday. According to the instructions we have we need to implement some of our high priority use cases. Some of the high priority use cases we have are things that will be implemented later in the process, it is likely that we wont have time to implement these.
We will attempt to create a presentation in preparation for thursday using the online tool "prezi"
2. We have decided to use the project management tool "Trello" to create lists of tasks and delegate them.
3. We need at least one image asset for each board object that needs to be created, so we can differentiate and understand what is happening when we view them. We also need sounds & backgrounds for each effect and map.

Assignments:

1. Linda will email our course-coordinator and try to get further instructions on what we're supposed to present on thursday. We will also add more Use Cases related to play-speed, such as pause, increase speed and exit the game.

Linda will create the basic structure of this presentation in prezi, and we will review and edit this together.

2. We will use Trello to create lists of tasks and delegate them after this meeting.
3. Johan will create art and sound assets as needed, but it will not be prioritized.

§5 End of Meeting

Next meeting is tuesday 21/4 12:45 at Chalmers, 3217 in EDIT