Facilitator: Linda Evaldsson
Participants: Linda Evaldsson, Johan Swanberg, Hanna Römer, Simon Gislén
Date: 28/5/2015

Meeting Agenda

Group meeting for group 11, Proximity

§1 Objectives

- We need to discuss what needs to be done before handing in the project

§2 Reports

Johan has:
- fixed the loading of the program, from loading in 3.6 seconds to loading in 0.6-0.1 seconds (Music api) - added better game music logic with new api.
- finalized some tests, projectile tests, tower tests and spelltest.
- added different rendering logic to mobile tower .
- worked with simon to fix memory leaks. (ProximityFont leak), Refactored font so it takes size in constructor instead of having setsize method.
- tweaked the path hitbox & tower hitbox.
- fixed the program scaling issue when switching screens
- organized project imports
- added tower with new logic & particle logic (flame spire)
- fixed some memory management logic (manual GC calls) (reduces heap size)
- trimmed invisible frames around towers
- fixed various bugs related to the boss creep (crash & children skipping waypoints)
- minor fixes & tweaks

Hanna has:
- made it so you cannot place towers on path (Path hitbox + tower hitbox)
- added mobile-tower upgrade
- fixed so tower detail view don't show choices for targeting methods if tower has no targeting method.

Linda has:
- written tests for the rest of the ControlPanel classes
- added MouseOverBox (a hover box with information) to the game
- fixed a lot of small bugs
- restructured to improve performance/readability, mostly the controllers
- tried to fix the memory leak by disposing fonts (did not work, Johan and Simon fixed instead)

Simon has:
- worked with Johan with finding and fixing memory leaks.

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§3 Discussion Items

1. What needs to be done before handing in the project and how should it be done?
   a. Clearing git repo
   b. Clearing bugs found by FindBugs
   c. Use STAN to ensure quality in final structure
   d. Ensure that all that should be jUnit tested is tested
   e. Ensure that the tests in jUnit are testing all that they should
   f. Create a git README
   g. Create a play guide
   h. Ensure RAD is done/updated
   i. Ensure SDD is done/updated
   j. Ensure all meeting protocols are uploaded and correct

§4 Outcomes and assignments

Outcomes:

1. This is what we have decided to do
   a. We need to clear everything that is not source code on the git repo. There should not be a lot of files left.
   b. We simply need to use FindBugs to find potential bad code in the program and clear these bugs.
   c. STAN needs to be used regularly to ensure that the structure in the program is good
   d. Checking how much code is covered by tests can be used to ensure everything that should be tested is tested. It is also necessary to check that there are test classes for all classes that should be tested (so that the code coverage is not because some other test is reaching that class' methods).
   e. We need to ensure that the tests in jUnit have a good quality; they should for example test limit values, null, negative values etc.
   f. We need to create a git README to ensure that it is easy to navigate among our git files.
   g. We need to create a play guide so the game can be understood even for people who have not played a tower defence previously.
   h. We need to ensure that the RAD is done/updated
   i. We need to ensure that the SDD is done/updated
   j. We need to ensure that all meeting protocols are uploaded and that there is not something wrong with them (for example date).

Assignments:

1. The tasks will be performed by:

a. Johan and Linda will work together to check the git repo for any files that have been accidentally uploaded.
b. Simon will clear all necessary bugs in the program with FindBugs
c. Linda will ensure the project structure is still good, using STAN.
d. Simon will ensure that all that should be tested is tested
e. Johan will ensure that the jUnit tests are testing all that they should
f. Johan will make a git readme
g. Hanna will make a graphical game guide
h. Linda will ensure that RAD is done/updated
i. Linda will ensure that SDD is done/updated
j. Hanna will ensure that all meeting protocols are uploaded and correct

§5 End of Meeting

There will be no next meeting, this is the final meeting.