**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 discuss further testing & testing scenarios
- We need to discuss dependencies
- We need to decide on next weeks schedule

## §2 Reports

Johan has done tests for the following packages:

- Utilities.Services (Not all)
- Models.Map.Bases
- Models.Map.creeps
- Models.Map.path
- Models.Map.Particles
- Utilities.PointCalculations

Hanna has:

- written a test for Models.Player.Players
- written a test for Models.ResourceSystem

Linda has:

- written a test for Models.ControlPanel.ControlPanel
- written a test for Models.Map.Maps.Map
- restructured the program to reduce circular dependencies, using STAN
- created two services for SpriteBatch and ShapeRenderer
- restructured the rest of BoardObjects to remove map

Simon has:

- Written a test for Models.Map.Waves
- Written some tests for Models.Player.Spells

## §3 Discussion Items

1. How will tests be written? Will Junit 4 or 3 be used?

2. How will we solve the circular dependencies that are left in the program?

3. Next weeks schedule

## §4 Outcomes and assignments

Outcomes:

1. We will use JUnit 4 for writing tests. The tests that are already written in JUnit 3 don't need to be rewritten. Tests should test (when applicable) null, zero, limit values, normal values, negative values and extreme values

2. We need to solve some circular dependencies.
   a. We will remove Proximity from our Controllers and replace it with Game instead. This will mean that we need to change the Proximity a little bit and for example remove the changeScreen-method
   b. We need to remove Hands dependency on Player. We will create an update method in hand that takes the players resources as an argument and is updated by the controllers. This method will inform the hand if the player can afford its current item. This way hand don't need to have a reference to the player.
   c. PlaySound in Projectile currently uses the player to get the settings to play. This will need to be refactored. The player will be removed from the Projectile and instead Settings will be placed in the Map object. The map will call the playSound-method and send in the current volume.

3. The schedule for next week:

| FOH Proximity SCHEDULE v.22 | | | | |
|---|---|---|---|---|
| **08.00 - 10.00**<br>Meeting, EDIT3215 | | | **08.00 - 10.30**<br>Meeting, EDIT3217 | |
| **10.00 - 12.00**<br>Report, EDIT3215 | | **10.00 - 12.00**<br>RAD/SDD, EDIT3217 | **10.30 - 11.15**<br>Meeting, EDIT5211 | **10.00 - 12.00**<br>Last minute talk<br>EDIT3215 |
| | | | **12.30 - 13.30**<br>RAD/SDD, EDIT3217 | |
| **13.15 - 14.00**<br>Meeting, EDIT5211 | | **13.15 - 15.00**<br>Exercise, ML14 | | **13.00**<br>REPORT DEADLINE |
| **14.00 - 16.00**<br>Report, EDIT3215 | | Work with the report<br>Response on site | **14.00 - 16.00**<br>Report, EDIT3217 | **13.00 - 17.00**<br>Possible extra time<br>EDIT3215 |

Assignments:

1. Testing that is not yet done is same as the previous meeting

2. The following people will solve these dependency issues
    a. Hanna will remove Proximity from our Controllers and replace it with Game
    b. Linda will remove hands dependency on Player
    c. Johan will fix the playSound method in projectile so it no longer uses the player

3. Johan will close the streams in the savemanager. (left from last meeting)

4. Linda will solve the scaling problem. (left from last meeting)

## §5 End of Meeting

Next meeting is monday 25/5 08:00 at EDIT3215, Chalmers