

Facilitator: Linda Evaldsson

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

Date: 30/4/2015

Meeting Agenda

Group meeting for group 11, Proximity

§1 Objectives

- We need to discuss how we want to use sound
- We need to discuss JUnit
- We need to discuss how to keep working on our RAD and SDD documents

§2 Reports

We have started working on the SDD and finished the section "Design goals". We also started on the section "definitions, acronyms and abbreviations".

Linda and Johan has started working on getting JUnit to work. It works and we can start testing, but no test classes has been created. A problem has occurred when an example test class was created where the images were not possible to load.

On the programming side the following things have been implemented:

Simon has:

- updated experience function
- added a simple profile panel
- added the package structure as discussed on the last meeting

Johan has:

- added the abstract class spell as discussed on the last meeting
- added two concrete spells
- fixed the creep crash related to spells which affected an area

Hanna has:

- worked on the play/pause buttons
- changed how the properties panel works
- started working on the main menu

Linda has:

- merged the controllers and edited the ClickHandler interface
- prepared for implementing key bindings

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§3 Discussion Items

1. How are we going to use sound?
2. Should we find a better way of adding junit as a dependency?
3. When will we work on the RAD and SDD?

§4 Outcomes and assignments

Outcomes:

1. We are going to use short sound effects (for example when a creep dies) and background music. When the game is paused the music should be paused as well. The short sound effects will be used for example when creep spawns, creep dies, projectiles are shot, placing towers, gaining life, and other types of happenings.
2. We should add JUnit as a dependency in the gradle file instead of as a project dependency as it is now.
3. We will have a dedicated meeting for going through, plan and understand the RAD and SDD.

Assignments:

1. Linda and Simon has garage band so they will try to make background music for the game. Everyone in the group will try to make some simple sounds to use for events that happen in the game.
2. Johan will try to add JUnit as a dependency in gradle
3. We will have a meeting for going through the RAD and SDD monday 04/05 13.00 - 16.00. Linda will prepare for this meeting by planning the documents briefly.
4. Linda will implement the key bindings. (left from last meeting)
5. Simon will restructure the Tower classes (left from last meeting)
6. Hanna will continue implementing the main menu (left from last meeting)

§5 End of Meeting

Next meeting is tuesday 5/5 08:00 at group room 3215, EDIT, Chalmers