Facilitator: Linda Evaldsson
Participants: Linda Evaldsson, Johan Swanberg, Hanna Römer, Simon Gislén
Date: 21/4/2015

Meeting Agenda

Group meeting for group 11, Proximity

§1 Objectives

- We need to clarify how we want the user interface to be designed
- We need to clarify how the program keeps track of what to create during certain clicks (when to create towers, spells)
- We need to discuss how to handle input of the different parts of the ui
- We need to discuss how a basic spell should be implemented

§2 Reports

After the last meeting Linda sent an email to find out more about the presentation on thursday. We found out that the presentation was on the seminar monday, not thursday and found more information about how to plan it on the course website. Our supervisor moved the other presentation that we were supposed to have on thursday (a demo of a running program) to monday.

Linda created a prezi-presentation for the seminar and we discussed and practiced it together last friday. Linda also created cue cards that we used during the presentation.

We have created a use case for pause and for changing the speed.

For planning and dividing tasks we have used the tool Trello. We currently have three lists named "High priority", "Medium priority" and "Low priority".

Johan has created some art- and sound assets since the last meeting.

On the programming side the following thing have been implemented:
Simon has:
● created more creeps and creep devolution lines
● fixed a bug in the creep-class that made creeps lose speed when devolving

Linda has:
● created the base of the user interface
● worked some with Johan to flip the y axis of the ui

Johan has:
● fixed a bug in the particle effect duration, y-axis and speed
● added a game speed multiplier
● added Faction & bases

- fixed various bugs in targeting & position
- added rendering of tower range

Hanna has:
- created a freeze tower that freezes creeps that are shot
- added player and resource-classes
- fixed the tower-class so towers only shoot creeps within range

§3 Discussion Items

1. How do we want the user interface to be designed?

2. How will the program keep track of what to create during certain clicks?

3. How will we handle input on the different parts of the user interface?

4. How will we implement spells?

§4 Outcomes and assignments

Outcomes:

1. We used a whiteboard to design the interface together. Sketch:
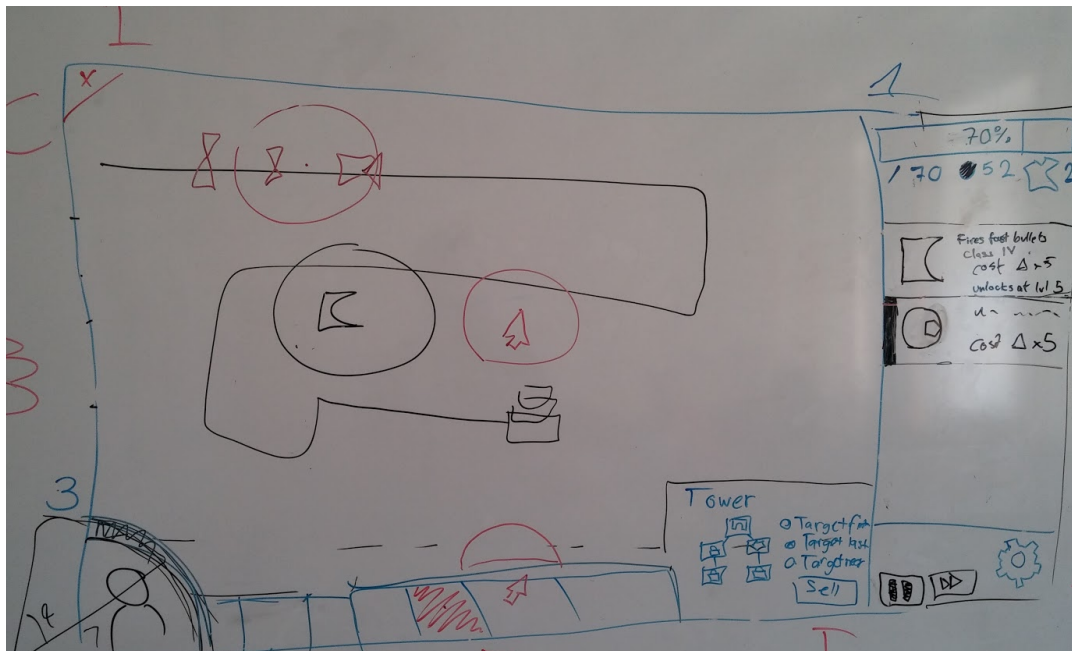
2. We have come to the conclusion that we want the program to have a "Hand Object" which will hold certain holdable objects, for example towers or spells.

"HoldableObjects" will be an interface that all holdable objects implements. The Hand Object will be a part of GameData which means it will be reachable from all classes.

3. We will merge the BoardInputClass with the current MainController, so that the MainController can also handle input. The MainController will delegate this input to SubClasses. The reason we want to merge these two classes is to minimize the unnecessary classes, now we can have a "MapController" only for example instead of having both a "MapController" and an "InputController".

4. We will create an example spell effect for testing and debug purposes. We will do this by editing the current abstract AreaSpell class and create a concrete spell extending this class.

Assignments:
1. We will continue programming and taking tasks from the task list we have on trello.
   - Linda will focus on the user interface for placing Towers.
   - Johan will primarily focus on spells.
   - Simon will focus on levels and the user interface for levels.
   - Hanna will focus on speed control.

§5 End of Meeting
Next meeting is thursday 23/4 8:00 at Chalmers, 3217 in EDIT