Meeting Agenda

Group meeting for group 11, Proximity

§1 Objectives

- We are experiencing difficulties with the framework Slick2d
- We need to finish section 2.3 in the RAD-document

§2 Reports

Johan tried but did not solve the problem with Slick2d, he reached the conclusion that its a bug with the library caused by installing with maven. It's easy to reproduce but is not listed as a known bug, and there are no official fixes. Considering that a library is meant to make development easier, and solving this bug would probably require significant effort, we need to find another solution instead.

We are done with the Use Cases and with most of the UML.

We started structuring the project but since we did not finish the UML of the GUI-components we did not assign tasks to group members.

We have fixed a website for our project, foh-proximity.se

§3 Discussion Items

1. How will we solve the problem with Slick2d?

2. When will we finish the UML and insert it in the RAD?

3. How will we work during the break without anyone feeling excluded?

§4 Outcomes and assignments

Outcomes:

1. We will not use Slick2d. We have instead found a more updated library, namely libGDX. Slick2d is outdated (it's not developed anymore) and it's difficult to find support whenever anything doesn't work as expected. libGDX on the other hand is still developed and used by many programmers for creating games. It also offers cross platform support which is cool.

   The change from Slick2d to libGDX also means we will use Gradle instead of Maven for our project build system. The reason for this is because libGDX offers better support for Gradle, and Gradle is also the most commonly used project build system

for Android development, which we think is interesting.

2. We need to finish the UML and RAD as soon as possible.

3. The group members are allowed to work during the holidays. For the communication to work we will create a thread on Facebook where each group member writes their current task.

Assignments:

1. The group will collectively upload the new library to our github repository. The group will upload the base (mostly abstract classes) we create for our game so that we can start developing modules for the application. (modules such as concrete tower and projectile classes)

2. We will finish the UML instantly after this meeting, and also finish our RAD section 2.3.

§5 End of Meeting

Next meeting is saturday 11/4 13:00 at Lindas apartment, Burggrevegatan 15 lgh 210.