

Facilitator: Linda Evaldsson

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

Date: 26/5/2015

Meeting Agenda

Group meeting for group 11, Proximity

§1 Objectives

- We need to discuss the current memory leak in the game
- We need to discuss how to divide the rest of the JUnit testing

§2 Reports

This meeting is 13.15 instead of 08.00 since our meeting with the course supervisor got moved to today 08.15.

Johan has discovered a memory leak in the application.

Johan has:

- Added 4 more playable maps
- Balanced spells (cooldowns & range)
- Added and fixed some tower upgrades
- Closed saveManager streams
- Added theme music to the game
- Made ProximityAudioPlayer
- Added progress indicator on main menu (read from savemanager)
- Fixed test crash related to gdx.files.internal
- Made tests for projectiles
- Made tests for towers
- Fixed some old tests

Hanna has:

- Written tests for Menu Models and WonLostModels
- Fixed so you cannot place towers on path
- Added MobileTower
- Added faction LadyLuck with four new spells
- Fixed some dependency problems a bit.

Linda has:

- written tests for most of the ControlPanels in Models.ControlPanel
- started working on a hover information box that is displayed when the mouse hovers over an item
- updated structure in controllers and renderer
- added a WavePanel that displays the current wave

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- fixed small bugs; toggling music bug, resource bug and some other small bugs
- updated design of the in-game menu, tower panel and control panel
- fixed the rest of the dependency issues
- made it possible to create a runnable jar-file

Simon has:

- Created more junit tests
- Created a boss creep
- Fixed small bugs

§3 Discussion Items

1. How will the memory leak be fixed?
2. How will the rest of JUnit testing be divided?

§4 Outcomes and assignments

Outcomes:

1. We will study possible reasons for the current memory leak, and find what is not disposed correctly.
2. We will divide the tests equally.

Assignments:

1. Testing that is not yet done is same as the previous meeting
2. Linda will try to fix the memory leak by disposing the proximityFonts and other things she can find.
3. Linda will solve the scaling problem. (left from last meeting)
4. Johan will trim images to they dont have transparent edges and fix missing assets
5. Johan will test concrete spells.
6. Simon will fix boss creep devolution

§5 End of Meeting

Next meeting is thursday 28/5 08:00 at EDIT3217, Chalmers