Meeting Agenda

Group meeting for The Grupp.
Participants: Sebastian, Eric
Date: 26/4-2018

1 Objectives

- Discuss notes from meeting with Joachim.

- Create and assign tasks.

2 Reports

The project is in a good state in regards to MVC as the previous weeks tasks are finished. Joachim talked about several items to think about and work on before we meet again next week.

1. Use STAN Dependency analyzer and bring the results to then next meeting.

2. Sort Maven dependency issues.

3. Enemy should be modeled in its own model, not in character.

4. Expand the model overall before next week.

5. Start working on a Software Design document, prepare questions for next meeting.

6. Rename observer to listener.

7. We will not use any observer, controller will hold a reference to model and view, checking with model before informing view of what to render. While listening to view and updating model if necessary.

8. Implement inheritance for GUI objects(Buttons, images).

9. Comment the code where needed, Main game loop for example.

10. Start working on sound.

11. A single service handling assets, images, sound and so on.

12. Have a working demo for the next meeting.

13. Have a good standard regarding work flow for the team, everyone needs to work form a branch and needs to be more careful in regards to what is committed to the repo.

3   Discussion Items

- Thoughts regarding meeting.

- Tasks.

4   Outcomes and Assignments

Outcomes:

- The maven issue was fixed during the meeting.

- As we wont be able to finish all these tasks by Thursday, we will prioritize the more important ones. Initially we will focus on expanding on the model of the project as well as any smaller tasks easily finished. Later on in the week we will work on things needed for he coming meeting with Joachim, such as , STAN, SDD prep, working DEMO.

- The discussion regarding work flow will be held when all three project members meet once more.

Assignments:

- Sebastian will work on the Level View as well as how controller listens to Level events.

- Eric will work on the Level model as well how the controller will interact with model.

5   Wrap Up

The assigned tasks should be finished by Monday, any merge conflicts will be handled at that date, ensuring the program is executable and uploaded to main.