Meeting Agenda third meeting

Date: 3/4-17

Chair: Anton Hägermalm

Participants: Jakob E, Jakob W, Simon

1. Objectives:

Since we're still in the process of getting a working prototype all we really need to do is keep working on it.

2. Reports:

We have pushed a project to git.
Simon has been making the sprites for the tanks and also been working on the view. Jakob E has been creating the controller and also the domain model. Anton has been working on the model which still needs some work.

3. Discussion items:

We're talking about how to handle the projectiles and their position in the world.
Our main idea is to have a static ProjectileFactory-class which is called everytime we shoot a projectile. This makes it easy to handle different kinds of projectiles.
Everyone needs to try and always update JavaDoc as we go along so that we don't find ourselves down the road with tons of undocumented code.
We've created the class GameSession which represent one round of the game. This is because we want to differentiate the players from their tanks in order to be able to save scores, names and other things unique to the players.
We got Jakob W up to scratch on what we've done in the code since last week when he was absent.

4. Outcomes and assignments:

We are well on our way to reaching our goal of having a runnable prototype for this thursday.

We're still missing a way for the view to represent a projectile and a way for the model to calculate a shooting angle from the values it gets from the controller's input.
We also need something to keep track of collisions and make the program act accordingly.
Update JavaDoc.

5. Wrap up

Next meeting is wednesday 5/4-17 at 13:15 in 6209.