Meeting Agenda Seventh Meeting

Date: 2/5-17

Chair: Jakob Erlandsson

Participants: Simon, Anton, Jakob E

1. Objectives (5 min). Resolve any issues preventing the team to continue.

The team has been short on time.

2. Reports (15 min) from previous meeting

Jakob E has been working with the controllers, they can now talk directly to the environment and they do more one thing then before.

Jakob W has been refactoring, the gameSession no longer has a instance of a environment. Move tank has been moved to environment. Environment now has a shoot method.

Anton has created the gameHolder class and the Utils.constants class. The controller and the view now has a reference to the environment.

Simon made the gameView talk to right part of the model.

3. Discussion items (35 min)

Call chains.

 How will the shoot call chains work. The shoot() in gameSession now returns a projectile and gives it to the environment. This will now be our standard call chain. First the controller calls session, session returns to controller and controller gives the object to enviroment.

When the projectile hits the ground. The distance from the projectile to a tank is sent from the environment to the session along with the tank and the projectile. Then the session.remove(Projectile) is called from the environment.

- Discuss issues from 1 and 2, possibly new or more general issues (very short notes and/or keywords)

4. Outcomes and assignments (5 min)

Wall and Erlandsson works with fixing the call chains in GameSession, Environment.

Anton works with finding a good way to implement the terrain

Simon will be summerize the code in a nice UML

- Outcomes from 3). I.e. write down what's decided and why it was decided? Sync with other documentation (add terms to wordbook)

- From outcomes, 1), 2) and 3) (re)assign each group member issues to solve.

5. Wrap up

- Write down unresolved issues for next meeting. - Time and location for next meeting