

Meeting Agenda fourth meeting

Date: 5/4-17

Chair: Jakob Wall

Participants: Jakob W, Jakob E, Simon, Anton

1. Objectives:

We're almost done with the "Fire" use case, all that is left is to check whether or not the projectile hit anything.

Until friday we have to start with the writing assignment as explained in the other course.

Some of us are getting a problem with the code trying to find a class with a "2" at the end, we'll ask Joacim about this and try to resolve it.

2. Reports:

Simon has fixed the projectiles so that they disappear on contact and added a "DebugRenderer" so that we can see the physical bodies that the sprites represent.

Jakob W has moved functionality regarding the physical representation of the tanks to the Tank-class and implemented rounds in the game.

Anton has implemented a way to restart a game and reset all projectiles and tanks.

Jakob E has implemented a frame around the world and started working on implementing a way to move the tanks.

3. Discussion items (35 min)

What's left to do in our use case "Fire":

We have to reduce a tank's health if hit, the challenge here is to know which tank is hit and also account for the blast radius of the projectile.

What we'll do is check the position of where the projectile lands, apply a blast radius and then calculate the distance between the blast and the centerpoint of tanks. The projectiles need a

“damage” field and a “blastRadius” field which will both be taken into account when we calculate the damage done.

Our tank will need two “distanceTo(float, float/Vector2)” methods and a “reduceHealth(int)” method. These will be used to determine the damage taken and apply it.

Animating the explosion:

How will the view know where to draw it?

As soon as the view gets told not to draw the projectile it draws an explosion where it landed.

This is since we’re using an active MVC.

It needs to be obvious that a player can’t act while the projectile is flying or it’s another player’s turn. We can use an “isActive”-boolean which is only true when a player is allowed to aim.

As of now the turn ends when we fire the projectile, we would like it to be that it ends when the last projectile of the round lands. This would require the projectile itself to hold more logic instead of the gameSession holding it.

We might need to make the MVC a bit more passive to allow the Model to directly tell the View to show the explosion to avoid having logic in the View.

In order to make the tank move we need to have buttons on the side of the screen so we need to learn how to implement these.

4. Outcomes and assignments:

- Make tanks take damage if they’re hit by a projectile.(Anton)
- Animate an explosion where the projectile hits the terrain.(Simon)
- Make the model “lock” the system when a player is unable to act.(Jakob W)
- Draw buttons on the side and make them react to presses to make the tank move.(Jakob E)

5. Wrap up

Next meeting is monday 24/4-17 at 8:10. Anton will book a room.

