

Meeting Agenda eighth meeting:

Date: 4/5-17

Chair: Simon Kärrman

Participants: Jakob E, Anton, Jakob W, Simon

Objectives:

Writing the report will take a lot of our time during the coming weeks.
Other than that nothing really.

Reports:

Anton has found a library containing logic for destructible terrain and has started working on implementing it.

Jakob E and Jakob W has been refactoring the code to further separate Environment and GameSession and made the call chains more consistent.

Simon has been helping out here and there and tried to analyze the project with the help of libraries.

Discussion:

We might use the Environment class as a wrapper for GameSession to reduce the amount of calls to both.

Something about fail assertion, making sure instances doesn't change if we don't use them.

We'll make the view draw the buttons where they are, which we will just tell it to do without it knowing where the buttons are.

Revise the names of some classes and packages to make it easier to understand and have it follow formula.

Try to get jDepend to work in order to analyze our project.

We'll now start a new iteration of the design process:

Get the tanks to move, show their health and fuel, work on some kind of start and options-menu, add more weapons.

Somehow tie the buttons to the "render"-loop so that the tank can have a constant speed and reduce its fuel with each tick.

Create logic test for the project.

Implement NPC with polling, we may have to use instanceof.

Outcomes and assignments:

Make the terrain destructible (Anton)

Main menu before starting the game and change the name of some files(Simon)

Make Environment a wrapper for GameSession and make NPC(Jakob W)

Make buttons respond to holding them down and draw pictures on them from view(Jakob E)

Wrap up:

Next meeting is 8:15 on monday the 8th.