Meeting Agenda Fifth meeting

Date: 24/4-17

Chair: Jakob Erlandsson

Participants: Jakob W, Jakob E, Simon, Anton

1. Objectives:

We don't have anything stopping us from proceed the process. Problems we have are how we should use buttons in our program and how to handle the actions of the buttons, touchUp and touchDown.

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:

We have moved the functionality of the framework to a separate class - "Environment". Our purpose of that was to remove that functionality from the model - making it more independent.

The problem with IntelliJ creating other classes hasn't occurred in a bit. We take action if it happens again.

Is it good to have the death of a tank as a listener or a continuous check? Should we have some sort of stack that we check on every update.

3. Discussion items (35 min)

We should have all our graphical content as classes (as we've done with Explosion Animation already) so they can draw themselves. This will make our View-class lighter. We need classes for Tank, Projectile, etc. The class "ExplosionAnimation" have fuctionality that

is doubled in the GameView - we need to remove this. Our goal is that GameView consists of objects that can draw themselves.

We want to demonstrate the tank's shot properly. There should be an animation in the tank's barrel that indicates where it shot. This should be an animation. The delta values needs to be sent with the shoot function to the tank.

We have a stack that consists of body's that will be removed.

We create a buttoncontroller-class. How we should do it needs to be investigated.

4. Outcomes and assignments:

- Graphical representation of things in the world.(Anton)
- The stack with bodies to remove. Investigate how to do with death.(Simon)
- Connection between tank and Environment.(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 thursday 27/4-17 at 9:15.