

Facilitator: Linda Evaldsson

Participants: Linda Evaldsson, Johan Swanberg, Hanna Römer, Simon Gislén

Date: 13/5/2015

Meeting Agenda

Group meeting for group 11, Proximity

§1 Objectives

- We need to discuss ParticleManager
- We need to discuss the bugs in the program and how to fix them
- We need to discuss how to implement losing
- We need to discuss the save manager
- We need to discuss the schedule

§2 Reports

We have solved the problem with unit testing. The problem was because textures are not possible to load. We have removed the usage of the solution with mockup since it didn't work. Instead we have added a "isUnitTest"-method in Image that returns a boolean so images/textures are not created if it is a unit test. We have tested if this affects the performance of the program but according to java documentation this check will take approximately 18 clockcycles, which wont affect the overall performance.

Linda has:

- restructured BoardObject-classes, removed Map. Not done with this task.

Johan has:

- made the saveManager more general - > now very easy to add another variable that should save and load - just add 2 lines of code. Savemanager can also load and save to numbered savefiles.

Simon has:

- come up with the solution to the junit problem (see explanation above)
- created the profile panel

Hanna has:

- Fixed the UI for upgrading tower - now uses Hand for keeping track of what tower is chosen.

§3 Discussion Items

1. How are other objects going to use ParticleManager?
2. How are we going to fix the bugs?
 - a. Spells crash when they try to effect more than one creep.

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- b. Spells stop working sometimes with no apparent cause
- 3. We need to assign the scaling
- 4. How to implement losing?
- 5. SaveManager
- 6. We need to discuss schedule

§4 Outcomes and assignments

Outcomes:

1. We are going to send in ParticleManager in the constructor of objects that use this. We are going to add the "isUnitTesting"-method in PartcileManager to avoid that textures are created when testing.
2. We need to solve these two bugs
 - a. The spell crash can be easily fixed by reintegrating the previous implementation of a killstack into the current garbage collecting system.
 - b. We don't have a solution for this problem. We need to find the cause and then a solution.
3. See assignments for the assignation of the scaling task
4. We will have a separate screen for this, the "lose screen". This screen will take the map as argument. We will also have another similar screen, the "win screen" that will also take the map as argument. From the lose screen you will be able to see how many waves you have defeated, go to the main menu or restart the map.

From the win screen you will be able to see the number of waves defeated, go to the main menu or resume the game (and play without win condition).

5. SaveManager has a write-method and a get method that can be called to write/receive data. The Player has a saveAllSpecifiedData-method that calls the write-method multiple times and a loadSaveData-method that calls the get-method multiple times. We discussed whether to keep it like this and concluded that we want to keep this implementation.
6. We have discussed the schedule and come of with this:

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FOH Proximity SCHEDULE v.21				
			08.00 - 10.30 Meeting, EDIT3217	
		9.00 - 11.00 UML etc, EDIT3217		
10.00 - 12.00 RAD/SDD, EDIT5205		Get a grip of the project		
Review and plan			10.30 - 11.45	
		11.00 - 12.00 Gameplay, EDIT3217	Meeting, EDIT5211	
13.00 - 15.00 Meeting, Kårhuset		13.15 - 15.00 Övning, ML14	13.00 - 17.00 Report, EDIT3217	
		Respons på rapport		
15.00 - 16.00 RAD/SDD, Kårhuset				

Assignments:

1. ParticleManager is already in constructor for most classes, the rest of them use Map to get to ParticleManager but this will be removed when Linda does the refactoring to remove Map.
2. Bug solving:
 - a. Linda will solve the crash bug after this meeting
 - b. Johan will try find the cause for the spells not working and try to solve it.
3. Linda will be assigned to solve the scaling problem.
4. Hanna will create the lose/win screens as discussed
5. Linda will post the schedule to foh-proximity.se/schedule and to facebook.
6. Simon will improve/keep working on the upgrades of towers
7. Johan will create the service for rendering items as discussed. (left from last meeting)
8. Restructure the rest of BoardObjects (remove Map) (partly left from last meeting)

§5 End of Meeting

Next meeting is monday 18/5 13:00 at Kårhuset, Chalmers