

Meeting Agenda

Date: 09-05-2017

Chair: Agnes Mårdh

Participants: Karl Wikström, Luka Mrkonjic, Agnes Mårdh, Mattias Torstensson

1. Objectives (5 min).

- Fix Luka's problem with running the project on his computer
- Delegate implementations

2. Reports (15 min) from previous meeting

- Karl
 - Worked with world
 - helped with implementing the hook
- Agnes
 - Implemented hook
- Luka
 - Worked with high score
- Mattias
 - Implemented system for WorldGenerator to calculate which tiles the character can reach via jumping

3. Discussion items (35 min)

Implement:

- Collision
 - Trigger gameover
 - Fix going through 1 tile high tunnels
- High score
- WorldGenerator should also calculate which tiles the character can reach via the hook
- Generate new chunks instead of reusing old ones

Extra features:

- Collectibles
- Color system: change color of character and have tiles with certain colors and properties
- Other "hooks": Spring, umbrella, non-elastic rope etc

4. Outcomes and assignments (5 min)

Luka's problem is solved

Assignments:

- Mattias
 - WorldGenerator should also calculate which tiles the character can reach via the hook
- Luka
 - High Score
- Agnes
 - Collision
- Karl
 - Collision
 - Generate new chunks instead of reusing old ones

5. Wrap up

Next meeting: Thursday, 11/5, lunch