

# Meeting Agenda

Date: 15-05-2017

Chair: Karl Wikström

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

## 1. Objectives (5 min).

- Fix the hook
- Fix collision

## 2. Reports (15 min) from previous meeting

- Karl
  - Worked with collision
- Agnes
  - Worked with collision
- Luka
  - Worked with high score
- Mattias
  - Updated world generation to calculate where the player can land while using the hook.

## 3. Discussion items (35 min)

- Move out Collision into a Service class or something? (util class)
- Interaction between the game and high scores
- Split MainMenu class into view and model parts
- Rework WorldModel to not store tiles in Chunks

## 4. Outcomes and assignments (5 min)

Assignments:

- Mattias
  - WorldGenerator
- Luka
  - High Score & Split MainMenu
- Agnes
  - Collision & hook
- Karl
  - Collision
  - Generate new chunks instead of reusing old ones

## 5. Wrap up

Next meeting: Wednesday, 17/5, 8-9AM