

Meeting Agenda

Date: 8/5-15

Time: 12:44

Facilitator: Joel Hultin

Participants: Jenny Orell, Jacob Duvander, Joel Hultin och Jennifer Linder

1. Objectives (5 min). Resolve any issues preventing the team to continue.

Needs to decide if we should start using Screen in View.

Make a in-game hud.

Discuss structure for tileMap, decide how things will be named.

Jennifer and Jenny need to fix so that the character can jump.

We need to make tests.

2. Reports (15 min) from previous meeting

Jenny - has began to fix so that a side character follows. Created a side character.

Jacob - has fixed a menu where the user can navigate and started building the structure in view.

Joel - Has refactored much of the game. Created factories, helped with structure of menu and character. Helped with movement.

Jennifer - has fixed collision management, bit-maskning, made an almost working jump and fixed movement.

3. Discussion items (35 min)

Discussed if we should use Screen instead of what where using now.

Discussed in-game hud.

We discussed who would be responsible for the tileMap.

Discussed tests and that everyone needs to participate in making tests. We discussed that the tests can't be made yet.

Discussed side character movement and structures to make it work.

We discussed to have certain marks on the map which tells the side character to jump.

We discussed if we should build up the menu with visual objects such as buttons with JavaFx, Swing or LibGDX alternative.

Discussed if we should have one common factory for all model objects or a separate for every model object.

4. Outcomes and assignments (5 min)

We decided to look into Screen a bit more before making a decission.

We decided that Jacob will make the visual part of the hud and that we need to make some structure overview on how information is gathered from model to view.

We decided to have one factory for all model objects.

Jacob Duvander - Look at Screens, visual objects for menu and fix hud if possible.

Jenny Orell - Fix movement for side-character. Fix aim and make it possible to shoot bullets.

Joel Hultin - Make it possible to pick-up objects, create texture hashMap. Will create hashcode, equal methods and create objects to pick-up in *Tiled*.

Jennifer Linder - Fix jump. Will create basic enemies.

5. Wrap up

Next meeting: Monday 11/5-15 before lunch, approximately 10 am.