

Meeting Agenda

Date: 18/5-15

Time: 10:25

Facilitator: Jacob Duvander

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

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

Make weapons work.

Fix an iterator exception.

Discuss how to handle the input for own keybindings in the options menu.

Fix error about graphics in thread.

Fix background image.

Handle character health. Die at zero health.

Make tests.

Go through our code together and explain what we have done and why, what our code does.

Fix so bullets have damage.

2. Reports (15 min) from previous meeting

Jennifer - Made an enemy wandering in a path, code for enemy health, can deal damage to characters and enemies.

Jacob - Fixed hashmap for animations. Fixed layout for configuration controls. (options done) Fixed HUD with characters and their health, timer.

Joel - Begun to work with an "end-point" where you win or change level.

Jenny - Fixed so side characters jump when they should. Fixed weapon and bullet factories, bullets are now handled by a weapon.

3. Discussion items (35 min)

Discussed how to do with weapon.

Discussed how to deal with iterator exception.

Discussed how to handle input in options menu.

Discussed about thread error.

Discussed about where to put things in view-methods.

Discussed about background image.

Discussed how to do with character/enemy health and death.

Discussed about bullet damage.

Discussed about character animation hashmaps.

Discussed how to add animation to hashmap in open-closed-style.

Discussed how to deal with character death if it falls off the map.

Discussed how to do with side character/follower jump.

Discussed tests.

4. Outcomes and assignments (5 min)

Meeting where we discuss tests.

Meeting where we go through our code: 20/5 after lunch.

Jennifer - Finish body and world interfaces. Make more enemies. Fix so bullets get destroyed when they hit terrain.

Jacob - Continue with configure controls. Refactor PlayView. Add a background image to the Tiled-map. Find the problem with resize-method.

Joel - Continue with character death and so that the player can change character to play as.

Jenny - Continue with weapons. Maybe fix more with follower jump. Fix so bullets get destroyed after some distance if they don't collide with anything.

5. Wrap up

Next meeting: Friday 22/5 before lunch.