**Meeting Agenda**Date: 28/4-15  
Time: 14:50

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

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

We need to restructure the project because we are using box2d.

Need to separate box2d from the model

Fix so move doesn’t move sideways forever when not pressing a sideways button.

2. Reports (15 min) from previous meeting

Starting using box2d

Jacob Duvander fixed a constant-class and so the camera follows the character.

Jennifer Linder fixed the pre-box2d jump method. Defined and created the body and fixture for character.

Jenny Orell looked into aim. Worked with move for character. Looked into how to get the camera to follow the character.

Joel Hultin found box2d. Fixed the controller(input handling) both pre-box2d and post. Fixed so can get a tiledmap in the game and gains a hitbox. Did the jump and move for post-box2d.

Together we discussed different structures for the project to use.

3. Discussion items (35 min)

Most of the discussion was before the meeting because it was a lot to discuss about the project structure.

Discuss how to continue the work with a new structure.

We discussed where we should put all the box2d. If we should put everything in a control-class.

4. Outcomes and assignments (5 min)

Jenny Orell: Writing a character-factory. Write a abstract class for the “followers” and start creating the characters. Can also after start looking into how to get the “followers” to follow the main character.

Jacob Duvander: Creating a menu.

Joel Hultin: Refactor the project.

Jennifer Linder: Collision and collision handling. Bitmaskning. Fix jumping. Fix move so it isn’t forever.

5. Wrap up

Next meeting: Sunday 2015-05-03 Start: kl 14:00