**Meeting Agenda**Date: 11/5-15  
Time: 10:34  
  
Facilitator: Jennifer Linder  
Participants: Jennifer Linder, Jacob Duvander, Joel Hultin och Jenny Orell  
  
1. Objectives (5 min). Resolve any issues preventing the team to   
 continue.  
Controllern should maybe create models and views.

Do something about the final box2d things in the interfaces, maybe wrappers?

Fixed the problem with the characterlist containing only null instances.

2. Reports (15 min) from previous meeting  
Jenny - made a temporary solution for sideways movement for the follower.

created projetiles, and started with adding them to the map.

changed the cursor.

Jacob - changed the wiev to using screens

made a menu, possible to start a game from it.

Joel - made hashCode and equals methos for classed with definable differences

made a texture - hashmap and fixed so that characters can use it, and it beeing used or the drawing

created the first pickupable items, and started the interaction with them, not yet working correctly with the world

Jennifer - made everything ready for jump, but have problem with mysterious null-pointer (se Objectives)

made interfaces and classes for enemies.  
  
3. Discussion items (35 min)

Should the cursor be a crosshair in the menu (no)

We all think the controller should create as much as possible

Discussed using wrappers to get rid of the last box2d and libGDX stuff in the model.  
Do cleanup some day.

Discussed what we should do about the nullpointers in the characterList, should be taken care of after the meeting.

Discussed using different types of bodies for different projectiles.

Buttons should be of the same size.

We should make classed describing options and keyoptions.

More things should have an id.

Discussed if the sidecharacter should be able to pickup things.

4. Outcomes and assignments (5 min)

Jenny - finish up movement, and then continue with shooting.

Jacob - fix the HUD, possibly the options, look into ingame pause menu.

Joel - fixso that the controller creates eveything. Create options and keyoptions classes. Make character-creation in constructWorld. Take care of the nullpointer. Pickupable characters.

Jennifer - Continue making enemies, finish up jump. Make interface for box2d and libGDX items.

5. Wrap up  
Next meeting wednesday 13/5 after lunch.