**Meeting Agenda**Date: 13/5-15  
Time: 12:56  
  
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.  
Fix animation problem for characters

Bullets should dispose after leaving the map

Character should be able to die, specielly when falling off the map

Decide what should be in options

Change weapon and character

Decide how we will see differents between characters

Define everything that should go to the HUD

Sidecharacter should be able to jump, maybe also have a teleport mekanism

2. Reports (15 min) from previous meeting  
Jenny - Fixed shoot so you can shoot with mouse in a direction. Begun with weapon.

Jacob - Fixed HUD. Begun with options, the content may not be finished. Begun with pause menu. Painted character and fixed textures for the map and also fixed animation for characters.

Joel - Fixed so the controller creates everything. Also the so the controller tells character when to create a character. Fixed a key options. Fixed so keyoptions are saved in a file. Fixed several NullpointerExceptions. Fixed dispose for pickable things. Fixed so the character can move correctly in the air.

Jennifer - Fixed some problems with the jump. Created interfaces for Body-class and World-class and wrappers for them. Continued working with the enemies but came across problems.  
  
3. Discussion items (35 min)

Discusses animation. May have a hashmap to handle those for characters.

Bullets handling, should dispose when out of sight.   
Should the bullets go through ground? (No) How to handle bullets from character and enemy differently?

Character should die when falling of. Create a bottom of the map. Should have a victory end, for now when it ends you get a confirmation for victory.

Options content: Volume, keys, fullscreen, screensize.

Discussed special abilities for different characters. Have text file? Then only small differences.

Side-character should fix so they can jump. Make marks that tells character to jump. Teleport for side-character.

Documentation work.

Everything should be remove after use.

Jumpmovement.

4. Outcomes and assignments (5 min)

Jenny - Continue with shoot & aim. Weapon. Fix so side-character can jump.

Jacob - Fix hashmap for character animation (direction should be saved). Fix options and also HUD.

Joel - Death and victory for character. File handeling for characters and handeling the change between characters.

Jennifer - Continue with enemies(first just move in one direction). Finish up the interfaces for world and body.

5. Wrap up

We haven’t talked about pickable weapon and change between them.

Next meeting: Monday, 18/5 before lunch.