Meeting protocol

Date: 2014-04-30

Facilitator: Oskar Jönefors

Participants: Eric Bjuhr, Oskar Jönefors, Emilia Nilsson, Joel Tegman

Objectives

- Utilize the new model classes for movement and animation.
- Complete the refactoring and clean up the code.
- Fix bugs.
- Complete more use cases such as climbing.
- Create a stage that is actually somewhat challenging.
- Create a simple menu with stage select.

Reports

- Movement, Spline and Animation classes are done.
- Mia and Joel are almost done with the new player classes.
- Some work has been done on the report.

Discussion items

- Should the player be able to jump so that we won't have to implement a climb animation?
- What is left to do for a presentable game?
- How/when will the report be prepared for this Friday's submission?

Outcomes and assignments

- It's decided that the jump/climb decision will be postponed until the most rudimentary use cases are implemented, such as moving the player and pushing/pulling the blocks.
- A presentable game should contain working movement and manipulation of blocks, a simple goal, a menu and at least one somewhat challenging stage.

Wrap up

- Next meeting Mon 5/5 10:00