

Meeting Agenda

Date: 4/5-15, 13:37

Facilitator: Kevin Hoogendijk

Participants: Kevin Hoogendijk, Alexander Karlsson, Alexander Håkansson, Maxim Goretskyy

1. Reports from previous meeting

Håkansson has resolved a lot of TODOs in the code and has done some bugfixes as well. He created a test for the map. He also finished the GameMapView as far as possible. Goretskyy have created the controller and some refactoring, also a test for the NPC factory. Hoogendijk has created the ItemView. Karlsson has worked on the GameView class. Now the Cortège is finally over and we can focus a bit more on the project.

2. Discussion items

- a. NPC Textures
- b. Spritesheets
- c. Dispose methods
- d. Displaying the map with player
- e. Collision handling
- f. Properties in Tiled
- g. ItemView
- h. Utility for file read
- i. Specifications list for layers and properties

3. Outcomes and assignments

- a. The TextureFactory class should be further implemented to bind NPCs to specific textures. The CharacterView should split the textures into animations so that the spritesheet is used as it's supposed to. **Hoogendijk, Håkansson**

- b. Each sprite sheet should be of size 4x4 with 32 pixels in width and 64 pixels in height for each cell.
- c. Every class that implements any of the libGDX classes should have a dispose method so that it can be completely disposed when you, for example, change view to a minigame. **Karlsson**
- d. Implement the rendering of the map and player which completes the first use case. **Håkansson**
- e. We will have a layer in tiled that is for collisions. This layer will not be rendered.
- f. For the creation of items and NPCs we will make “objects” in Tiled that has properties that will be read by the program to generate the object.
- g. ItemView will take an ItemTile as parameter.
- h. Create a utility method that takes a relative path to the assets directory and returns a list of strings. **Goretskyy**
- i. **Other discussion:** Create method in gamemodel, getItemTiles which returns a list of itemtiles that exists on the map. **Goretskyy**

4. Wrap up

Until next meeting the creation and generation of NPCs should be done. The first use case, movement of the player, should also be finished and properly displayed in the view. The next meeting will be held in maskinhuset after lunch.