Meeting Agenda

Date: 2017-03-23
Chair: Klas Ludvigsson
Secretary: Jesper Persson
Participants: Klas Ludvigsson, Jesper Persson, Olle Persson, Jacob Torrång

1. Objectives

We are going to discuss the details of the project, starting with the Requirement and analysis document.
Issues:
1. Not sure how the world is to be represented. Should we rotate arbitrarily or just go into rooms?
2. How are items represented in the world?

2. Reports

Everyone made a mockup of differing quality. Mockups can be found in the repo. Olle checked out graphical frameworks. LWJGL seems like a good option.

3. Discussion Items

Jacob suggest scaling down to a simple level to start with. Klas suggest a dialogue tree or a puzzle instead of attacking. Olle wants to get past enemies cleverly. Should we have an attack button? Olle suggest implementing some parsing "throw rock at bad guy". We will begin by simply writing small commands like "attack" returning back "you attacked". Klas suggest all items should have an option to "use". Jesper suggests looking into parsing library to help with parsing of commands instead of a lot of if. Klas: represent world as *Legend of Grimrock*.
We will rotate freely in a 3D world. We decided to call it tiles instead of rooms.The player will go from tile to tile. Maybe we should add sound but it's an extra feature at the end.

4. Outcomes and assignments

We will write the RAD together tomorrow (17-03-24). Klas will book a group room.

5. Wrap up

Next meeting takes place on wednesday.
Unresolved issues: Defining actual game mechanics.