Meeting Agenda

Date: 2017-04-19
Chair: Klas Ludvigsson
Secretary: Jacob Torrång
Participants: Klas Ludvigsson, Olle Persson, Jacob Torrång

1. Objectives

- Plan remaining trello tickets
- Introduce new trello tickets

2. Reports

- Jacob
  - Added Screens
  - Controller -> Handler
  - Changed how characters are inputted to a level (still unsure about this)
  - Created reading interfaces for Level and Monster (where functions can't affect the class; mostly getters)
  - Updated the input classes
- Olle
  - Researched Quaternions
  - Introduced Quaternions to engine
  - Wrapped math for Linear Algebra
  - Added transforms
  - Added camera
  - Added test to move the camera using the inputhandler
- Klas
  - Introduced Dialogue system
  - Added edges as targets
- Jesper
  - Introduced Monster- and EnemyController
  - Introduced basic AI for Enemies (not done yet)
  - Added package and classes for sound (not done yet)
  - Google Guice

3. Discussion Items

- What is Stan?
- Plan remaining trello tickets
- Introduce new trello tickets
- How should Sound work?

- Explain screens
- Jacob stop just doing shit
  - Talk to members
  - Tell them to fix it

4. Outcomes and assignments

- Klas: Save game and load game
- Olle: Fix all engine
- Jacob: Stay away
- Jesper: Do AI, Sound

5. Wrap up

Next meeting: 2017-04-20