

# Meeting Agenda

Date: 2017-04-03

Chair: Magnus Wamby

Participants: Gustav Lahti, Magnus Wamby, Rikard Teodorsson, Farzad Besharati

1. Objectives (5 min). Resolve any issues preventing the team to continue.

- Decide implementation
- Box2D? Physics engine with support in LibGDX
- Specify functionality of modules, what should be possible etc.

2. Reports (15 min) from previous meeting

Use Case UML is done and has been put into the documentation

3. Discussion items (35 min)

Box2D - probably

Attacking functionality:

- Limited to one primary attack,, ie. the one that is used when given “attack” command. Primary attack may consist of multiple different “attack” types, i.e. bullets and rockets. Maybe not.
- Attacks when “compiled” search through their connections, creating a chain of properties. A projectile is created using these properties. The properties are in a list, creating a hierarchy.
- Triggered attacks function almost identically to the primary attack, in that they check their chains when “compiled”, albeit without certain modifiers (for example, if an attack is created from a modifier that creates projectiles, it won’t use that modifier again).

4. Outcomes and assignments (5 min)

Experiment to get a hang of Box2D, further work on UML together. Start implementation.

Current implementation goals:

- Build with LibGDX [screens](#) in mind
- Simple sprites (circles)
- Movable character(s)
- Projectiles that hit appropriate characters, but not other projectiles
- Obstacles that can’t be moved through.

5. Wrap up

Next meeting: 2016-04-05 kl 15.00, @5209



