Group meeting for Group 15, Panic on TDAncefloor

Date: 2017-05-23

Chair: Gustav Lahti

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

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

2. Reports (15 min) from previous meeting

- Farzad
  - Storage finished
  - View almost finished, read only (Magnus helped)
- Magnus
  - Enemy spawning finished, only need more variety in enemies
- Gustav
  - Has been working on smaller things + implemented items that don't do anything fancy
- Rikard
  - Has improved menu code and fixed images

3. Discussion items (35 min)

- Discuss issues from 1 and 2, possibly new or more general issues (very short notes and/or keywords)

- PoTDA
  - Messy, needs to be split up
  - Divide into "screens"
    - Like an application
- Build more items + enemies
  - SizedItems implemented
    - Almost parsable ATM
- Drops should be handled in EnemyDeathListener
  - Inventory has a method that gives Items that should be dropped

4. Outcomes and assignments (5 min)

- Farzad
  - Finish Inventory handling
- Magnus

- ○ Help Farzad with Inventory handling
- ● Gustav
  - ○ Finish SizedItem parsing
  - ○ Add more enemies and Items
- ● Rikard
  - ○ Will start refactoring PoTDA

5. Wrap up

- Write down unresolved issues for next meeting. - Time and location for next meeting

Next meeting will be 2017-05-24 15:00 in 2516