

Group meeting for Group 15, Panic on TDAncefloor

Date: 2017-05-15/

Chair: Gustav Lahti

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

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

- Gustav has problem with A* and can't use IntelliJ debug tools because no run Desktop in core

2. Reports (15 min) from previous meeting

- Each group member reports outcome of assigned issues, see also 4)

- Gustav is stuck on pathfinding
- Magnus is stuck on testing projectiles
- Farzad has been working on documentation (RAD, SDD)
- Rikard has implemented start menu and fixed translation from physics world to graphics world

3. Discussion items (35 min)

- Remove UC 4 Item collect?
 - Yes, because time constraints, might re-add if there is time
- Collisions between enemies and player, yay or nay?
 - Yay:
 - because we already have Box2D, so why not?
 - it's slightly more realistic
 - Nay:
 - dodging through enemies
- VecMath not very useful
 - Might as well use any other tuple
 - Angle not useful
- Angles, rad vs deg
 - Inconsistent, sometimes radians, sometimes degrees
 - Change to all radians if we have time
- Someone pair-program with Gustav to solve pathfinding bugs
- Animations
 - Low-priority, maybe particles

- Remove from UC?
 - Add a discolouration after hits
- Implement waves
 - Change game-states and UI elements and stuff
- Rotation on projectiles
 - Change sprite rotation in projectileController
- Change controller settings
 - Before game start because of current implementations

4. Outcomes and assignments (5 min)

- **Gustav:**
 - Pathfinding
 - Will help Magnus with projectiles
- **Magnus:**
 - Projectiles
 - Will help Gustav with pathfinding
- **Rikard:**
 - Implement waves
 - Implement controller changes
- **Farzad:**
 - Implement item management (add them together in Inventory to customize attacks and properties)
- **Everyone:**
 - SDD

5. Wrap up

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

Unresolved issues

- Animations
- Particles
- Sound effects

Next meeting 2017-05-18 in M1213B at 14:00

