

Meeting Agenda

Date: 2017-05-10

Chair: Magnus Wamby

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

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

- Farzad needs things to do, either more specific or a larger area for independent work.
- Gustav can't run the program, likely because of a gradle config error or in the IDE.

2. Reports (15 min) from previous meeting

- Farzad has been working on various minor issues and fixes.
- Rikard has been finishing the basic set-up, and fixing controllers for that purpose.
- Gustav has developed and finished the ActorFactory and continued the work on pathfinding.
- Magnus has worked on Inventory implementation, which is mostly finished but needs some more time to fix a few bugs.

3. Discussion items (35 min)

- Builder for Actor instantiating?
 - Lesser priority
- ActorFactory needs to allow inventories, they are probably not quite ready
- Character decel when not receiving input?
 - Lower prio, experiment when the rest of the game is more complete
- Tests for:
 - Character
 - Projectile
 - Etc.
-

4. Outcomes and assignments (5 min)

- Magnus will finish Inventory properly
- Gustav will work on tests, pathfinding secondary
- Rikard will work on the model aspect of the Projectile
- Farzad will finalize ActorFactory (assign Inventory to Character etc)

5. Wrap up

2017-05-15, 13:00 - 17:00 @M1203E

