

Group meeting for Group 15, Panic on TDAncefloor

Date: 2017-05-08

Chair: Gustav Lahti

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

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

- Short clear descriptions

- UML not updated

2. Reports (15 min) from previous meeting

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

- Farzad will check PhysicsActor
 - No longer relevant, PhysicsActor is replaced
- Rikard will test GUI and pause menu
 - Had problems with tests, but now irrelevant
- Gustav and Magnus will make sure the code follows MVC
 - MVC is implemented
- Magnus has almost finished Items
- Gustav has implemented input handling for character
- Rikard has improved HUD
- Gustav has started working on pathfinding using A* via GDXAI

3. Discussion items (35 min)

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

- We need more tests
 - For everything in Model
- Create new Actors
 - Factory, somehow
 - Clone projectiles, maybe other actors as well
- Collision handling
 - Projectile-side
 - A list of collisions handled in order
 - PhysicsActor and physics body will have a double-arrow
 - PhysicsActor need to hold the body to apply forces etc.

- Body need to know the PhysicsActor for collision handling
- Projectiles have the current base speed of 100
 - Faster or as fast as Character?
 - Irrelevant at the moment
- Views
 - Sound
 - Central static function?
 - Irrelevant at this stage
- Obstacles
 - Easiest if they are (or can be divided into) 1m*1m squares because pathfinding
- Camera, see entire level or just a section?
 - Probably best to see a large part but not the entire level

4. Outcomes and assignments (5 min)

- Outcomes from 3). I.e. write down what's decided and why it was decided? Sync with other documentation (add terms to wordbook) - From outcomes, 1), 2) and 3) (re)assign each group member issues to solve.

- Magnus will finish Items and update implementation-UML
- Gustav will start working on Factory, putting Pathfinder on hold
- Rikard will start working on the setup (starting the game session)
- Farzad will implement view

5. Wrap up

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

Next meeting will be 2017-05-10 at 15:00 in 5215

