Meeting Agenda

Date: 23/4
Facilitator: Linnea Svensson
Participants: Linnea Svensson, Olof Düsterdieck, Emma Fahlén, Renée Gyllensvaan

Objectives:
Problem from last meeting is now solved and we can finally start coding seriously.

Reports:
We solved the problem with maven by changing to gradle/libgdx. Every member of the group has now started reading up on libgdx instead of slick2d.
Renée has adjusted the code we had before and added drawing methods and adjusted .gitignore.

Discussion items:
Discuss how to move on;
- How is the view's drawing process going to work? We wan't to get it right from the beginning because it's going to be too much work/refactoring later.
- How to handle input from users; also so everybody in the group uses the same methods for drawing and input handling.
- Decide on a name for our game

Outcomes and assignments:
Our game is now called "Flashlight".
We found an example of input handling on libgdx wiki that made sense and suited our MVC-pattern.
We need to do more reading/thinking about the drawing situation, to compare different methods, although we already have a pretty good idea of a solution.

All: Read libGDX wiki and other sources to research drawing methods that use MVC and libgdx in an advantageous way. IMPORTANT. Also read more about libGDX in general.

Linnea: some artwork; 64x64 dirt, grass, stone. Create a platform when view is decided.

Olof: Think about how to handle collision.

Emma: Also do some artwork.

Renée: Implement decided input method. Mouse input.

Wrap up:
Next meeting: 27/4 kl 08.30