Meeting Agenda

Date: 25/5
Facilitator: Olof Düsterdieck
Participants:Renée Gyllensvaan, Linnea Svensson, Emma Fahlén

Objectives and problems facing the group:

Finish it! ToDo: todo! (todiluu)

Reports:

Linnea: Has continued to work on making the player-animation run smooth and without bugs. The crouch-function is now almost finished.
Olof: Finished the Flashlight algorithm. There is still a bug but all in all it works fine. Could still use some optimization maybe but that is not highest priority right now. Also finished 2 sequence-diagrams and 1,5 package-diagrams.
Renée: Has made assets, such as levels ec.

Discussion:

- Discussed collision in relation to the size of the player.
- Discussed the start-screen. It would be cool. And hopefully not that hard to implement. It should probably be implemented as another GameView and possibly a very simple model. The most difficult thing it should handle is the Options-menu.
- Discussed the ToDo-list and what we should put the most focus on.
- Discussed the way we will change level and a little on how the items will work.

Outcomes and Assignments:

- Decided that the player can't be more than 30 pixels tall.
- Decided that we will try to make a very primitive start-screen.
- Crossed some things off the ToDo-list and decided on a few to focus extra hard on.
    - Inventory + Items
    - Death + Enemies
    - Change levels (doors)
    - Documentation and testing
    - + fine tuning of existing mechanics
- Decided upon what button to use as interact button as well as a basic design for the level switching.

Assignments:

Olof: Level-switching + fine tuning and testing of the Flashlight.
Renée: Assets, support and fine tuning of code.
Linnea: Continue working on inventory.

Emma: Enemies and Death.

Wrap up:
Next meeting Wednesday (27/5), afternoon.