# Meeting Agenda

**Date:** Monday 27/4, 2015
**Facilitator:** Renée Gyllensvaan
**Participants:** Olod Düsterdieck, Emma Fahlén, Renée Gyllensvaan, Linnea Svensson (Skype)

## Objectives:

No unresolved issues.

## Reports:

Everyone has read more of the LibGDX documentation. Olof and Renée implemented acceleration-based movement and basic y<=0 vertical collision detection, as well as creating an input handler class for increased portability. Also implemented mouse input tracking for drawing the flashlight vector. Emma and Linnea started working on art assets for the game, and Linnea began testing how the OrthographicCamera class works.

## Discussion items:

Using tile-based maps was suggested. The question of how enemies will act was also raised for discussion.

## Outcomes and assignments:

It was decided that tiled maps will be used, as it will ease both computational load and workload, as well as make it easier to create levels.

It was also decided that enemies will be called from updateWorld() in World, since they will need access to other entities in order to perform their actions.

**Assignments:**
**Olof:** Create basic Tile class, tile map, and rudimentary collision.
**Linnea:** Work out the kinks in the OrthographicCamera, artwork
**Emma:** Artwork, basic enemies
**Renée:** Work out the bug with the flashlight vector not drawing properly when using the camera, construct basic UI overlay, investigate what Screen is.

## Wrap-up:

No unresolved issues.

Next meeting Thursday 30/4 2015.