

Meeting Agenda

Date: 4/5

Facilitator: Olof Düsterdieck

Participants: Renée Gyllensvaan, Emma Fahlén, Renée Gyllensvaan, Linnea Svensson

Objectives and problems facing the group:

Nothing specific.

Reports:

Work has been going a little slow because of personal activities.

View refactoring done.

Discussion:

Where the TileMaps are to be saved was discussed. The system previously proposed was determined to go against MVC too much.

How we save our other textures was also discussed. The current was to draw/save them has taken a considerable toll on the performance of our game.

The size of the player character was also discussed.

Outcomes and Assignments:

It was decided that each Level will have each own TileMap, but to have a consistent MVC we will try to separate the TileSets.

Furthermore, it was decided that we will combine our textures into one large texture, containing a lot of texture regions.

Finally, we decided that some different character sizes were to be tested during the coming week.

Assignments:

Use cases implementation, same as last meeting.

Olof: Do the input refactoring.

Renee: Combine our textures into a single texture.

Linnea: Will try some different character designs (and sizes). Start to implement the use case Crouch.

Emma: Start to implement the use case Enemy.

Wrap up:

Next meeting Thursday (7/5).