Meeting Agenda 9

Date: 12/5
Facilitator:
Linnea Svensson
Participants:
Linnea Svensson, Olof Düsterdieck

Objectives:

We only had one group meeting last week because 75 % of the group was sick. Today we are only two people. Hopefully we will be at least three on the next meeting later this week.

Reports:

Linnea - found and drew some artwork eg. our main character with walking pattern. Did refactoring in view so it did ALL the drawing, started working on level. Did research on unit testing and started the test for the world class.

Olof - done input refactoring, before it was the controller that listened for input but now it's the view that listens and sends it to the controller. He also changed the view so it draws the tile map. Almost finished with collision control.

Renee - Combine our textures into a single texture, did unit tests for player. Did GUI. Also more but I refer to GIT because Renee is not here.

Emma - started building the class structure of enemies and added some methods to the classes. Also refer to GIT.

Discussion:

Have to decide on a work plan, it's not that much left of the term.

When collision check is finished we need to start more on content and building levels. We want to go through all the code so it's up to scratch and everybody gets what the others have done. We want one complete level finished next week.

We are behind on the SDD which we need to adress.

We want our character to be able to climb. We will probably use the same control as jump.

Outcome and Assignment:

Olof - finish collision, structuring the code, adding comments etc. Look into testing, work on SDD.

Linnea - Complete character pictures (animation). Testing. Implement crouch UC.

We will not give assignments to Renée or Emma, they can check this meeting agenda and we will talk more when they feel better :)

Wrap up
Next meeting thursday or friday, depending on the breaks.