

Meetings

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Meeting 4

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Meeting 1

Location: Group room in EDIT
Date: 12th March 2012
Time: 17:20
Facilitator: Sean Pavlov
Participant: Sean Pavlov, Henrik Alburg, Simon Almgren and Arvid Karlsson

1. Objectives

We have discussed a little before the meeting what we wanted to do. We decided to create a game as our project. Now we have to decide what type of game we want to do. We also have to discuss what vision each of us has. Do we all want to achieve the same grade?

2. Reports

None

3. Discussion items

We are going to create a game because we all think that it is going to be something fun and interesting.

There may be effective if we use a framework. In this way we could effectively solve the graphic aspect of programming. We decided that we would think and look into it until next meeting.

The easiest way to arrange meeting is to plan them before, so we will discuss the time and date that we are going to work, the week before so everyone know when and where we are.

The reason that we are going to use Git, Dropbox, Google Docs and Facebook-group is to always be synchronized. With Git, we will be able to sync all our files. Dropbox will be used for semi-related files that would not fill any purpose if we upload. Google Docs is good if we all want to write at the same time, we will upload it with Git after we are done with the writing sessions. The Facebook-group is our primary communication tool, here we see where we are having our meetings and when we want to send a message to everyone.

4. Outcomes and assignments

Next time we are working, we will set up Git, Dropbox, Google Docs and a Facebook-group. We will sit together and write the RAD, but first of all agree on what type of game we want to do.

5. Wrap up

1. We do not know what type of game we want to do yet.
2. Next meeting is a lunch meeting from 12 on thursday the 15th March.

Meeting 2

Location: Group room in EDIT
Date: 15th March 2012
Time: 12:03
Facilitator: Sean Pavlov
Participant: Sean Pavlov, Henrik Alburg, Simon Almgren and Arvid Karlsson

1. Objectives

We do not know how to design and construct the levels without the framework.

2. Reports

After several discussions we decided to have a 2D-platformer with a Kangaroo in the main role. The game will remind of the original Super Mario Bros, a game that is simple, but also tough if you want to perform a speedrun. We will focus on the later part, so our game is going to be hard and instead of points, we will measure your skills on time.

We found the framework Slick to work with.

3. Discussion items

We wondered how useful the framework is, but we found out that there was some good things that could reduce the amount of time we need for the graphical part. One thing was animation of sprites, this could easily be done with only one image, containing every frame of the animation. Another good thing was the level editor that you could easily choose and set tiles in a grid. We will make our own tiles. Just some basic tiles to begin with and add more later on.

4. Outcomes and assignments

We are done with the tasks for this week and decided that everyone is going to have a look at next week's planning and start a little bit with next week's writing in the RAD.

5. Wrap up

1. No problem yet.
2. Next meeting is a lunch meeting from 11 on monday the 19th March.

Meeting 3

Location: 3507 in D-läran Grupprum

Date: 19th March 2012

Time: 11:19

Facilitator: Sean Pavlov

Participant: Sean Pavlov, Henrik Alburg, Simon Almgren and Arvid Karlsson

1. Objectives

We do not know how to design and construct the levels without using the framework.

We realized that the tail of the kangaroo would be an issue to the level design. If the whole kangaroo is collision sensitive, it would look odd if the end of the tail is “standing” on the edge and the rest of the body is floating in the air.

2. Reports

In the previous meeting, we did not know what we could and not could use of the framework.

We asked our mentor last thursday about this and he said that we are only allowed to paint with the framework, the rest should be handled by our model. The framework then get everything from our model.

3. Discussion items

We should make use cases in text format, a domain model, structure the model, start coding the model. Starting with use cases, domain model and a sketch of the GUI on monday, and proceed with everything as we are done with the work.

In the GUI, we are going to have a bar that shows the elapsed time since the player started the level. We are also going to show number of lives left or a death count that is counting number of times you have died. The elapsed time should be in the player class. It is going to start when you start the level and should update very frequent. We may show the time with milliseconds.

We discussed how to design the main menu. We came up with the solution to have a background that represent the game, maybe some sort of dynamic background. The game logo on the top, and buttons with the same theme as the rest of the game.

4. Outcomes and assignments

Simon start sketching on the GUI.

Arvid and Henrik is going to make the domain model.

Sean starts with the use cases in text format.

5. Wrap up

1. Nothing is unsolved for the moment.
2. Next meeting is a lunch meeting from 12 on thursday the 22nd March.

Meeting 4

Location: 6207 in EDIT-grupprum
Date: 22nd March 2012
Time: 13.07
Facilitator: Simon Almgren
Participant: Sean Pavlov, Henrik Alburg and Simon Almgren

1. Objectives

We have not decided how to read the levels from input in the model. We now know how to solve this, we are primarily going to use the tile from the tile class from framework Slick and use that as an input or else we create our own.

The tiles should be smaller, but we can solve that with the framework where we could easily split a tile into smaller parts.

2. Reports

We do know how to build levels with or without framework.
We will solve the issue with the kangaroo's tail until later. It is not a high priority.

3. Discussion items

We need to have something runnable until thursday, so we decided that it is going to be the menusystem. We also need to have started with the coding and be finished with the design model at the end of next week.

We will start with the design model so we have a better overview of the project when we are going to start coding. Then we proceed to the coding where we are going to create a code skeleton. When we are done with the code skeleton, our first priority is to create the menusystem.

4. Outcomes and assignments

Finish up the design model, Monday, distribute responsible classes
Start with the menu (implementing part)
Monday: Lunch meeting + 15-17
Tuesday: Maybe after 15
Wednesday: 10 ->
Thursday: 10 + Guidance
Friday: Maybe? (Progress dependent)

5. Wrap up

1. Discuss the domain model at the guidance today.
2. Next meeting is on monday 26th March over lunch

Meeting 5

Location: Group Room 9 in D-Läran
Date: 26th March 2012
Time: 11:36
Facilitator: Arvid Karlsson
Participant: Sean Pavlov, Henrik Alburg, Arvid Karlsson and Simon Almgren

1. Objectives

Problem in design model. How to implement items in the design model. To create new items in the game without adding them to the kangaroo before the kangaroo collides with the items. Not sure if we're going to use slick.

2. Reports

Decide until next time if we should use tmx-files or something else.
For now we will use slick, but if we don't use it for anything difficult we might use something else.

3. Discussion items

We need to finish the design model.
Split up the different classes in the group and start to implement them. That way we could get the skeleton of our application ready. After we have done that we need to get the menu system up and running until Thursday.
Decide if the music is good enough or not. If not, we will have to do it again.

4. Outcomes and assignments

Finnish the design model. Split up the classes. Start coding.
Finnish the menu.
Monday: Work 15-17
Tuesday: Work lunch + 15-late
Wednesday: Work 10-17
Thursday: Work 09-13+14-17 meeting 13-14
Friday: Checkup, work if we need to

5. Wrap up

1. Finnish domain model. Start coding. Decide the music.
2. Thursday 29th between 13-14

Notes 'til next time:

Kangaroo + Item:

Change Kangaroo everytime or create a new ItemKangaroo that extends Kangaroo?
Ask the handledare next time

How to implement item and interactive objects
interactive tiles = extendar tiles och implementerar interactive objects

Vem gör vad?

Grublagg	:Tile, GameMap, TileFactory
Shortleif	:Position, GameModel
Twinsister	:Movable, Kangaroo, Creature
SeanBanan	:Item, InteractiveObject, InteractiveTile

Hashcode
Ask the handledare how to generate hashcode

Screen Resolution
1024x576

Font
Dimitri - Fontalicious, Free for personal use (dafont.com)

Kangaroo Clipart
<http://www.forteach.net/clipart/kangaroos-clipart.php>

Meeting 6

Location: Group Room 5209 in EDIT
Date: 29th March 2012
Time: 13:19
Facilitator: Sean Pavlov
Participant: Sean Pavlov, Henrik Alburg, Arvid Karlsson and Simon Almgren

1. Objectives

We will use tmx-files because we know how to use it now. Slick is a good framework, but we do not have any use for it now that we know how we are allowed to use it. Therefore we will not use it. Instead, we will try to find a way to create our own animation-class and use it. We have already written the level-reader that is going to read the tmx-files so we can paint the levels.

Last time we decided how is going to write what code skeleton:

Henrik	Tile, GameMap, TileFactory
Arvid	Position, GameModel
Simon	Movable, Kangaroo, Creature
Sean	Item, InteractiveObject, InteractiveTile

We are done with the code skeleton. We worked tuesday with that.

InteractiveTile issue we had at the last meeting was solved with InteractiveTile extending Tile and implements InteractiveObject. When we were creating our first iteration, we had to decide the resolution for the game. It is going to be 1024x576 pixels and the ratio is 16:9.

2. Reports

We do not know if we are going to have child-classes to Kangaroo with its abilities from items or if we are going to have all the item-abilities in Kangaroo-class. We will ask our mentor about it. We are not sure about how to implement the hashcode so we are going to research about it on the internet.

We will ask the mentor about the legal issues of using fonts that we have downloaded. The font we use is free for personal use, but we do not know if we are allowed to use it.

3. Discussion items

We are discussing about how to do under the break. We are going to prioritise the communication-course in the first place so we can focus on the project after the break. We are also going to work with non-code specific things, like levels, brainstorming, sprites and music.

4. Outcomes and assignments

Monday: Sum up what we have done under the break we had and discuss it.

5. Wrap up

1. Brainstorm new ideas and work with non-code related things.
2. Monday 16th between 12.

InteractiveObject, method isActive()

InteractiveTile implements InteractiveObject?

Meeting 7

Location: The bottom floor in the HC building
Date: 16th April 2012
Time: 10:19
Facilitator: Henrik Alburg
Participant: Sean Pavlov, Henrik Alburg, Arvid Karlsson and Simon Almgren

1. Objectives

We will work with what is on the roadmap; start coding more and make sure we have tests for everything. We have decided that one person will test another persons code. It will be the following order: Henrik -> Arvid -> Simon -> Sean -> Henrik. So the testing will be:

Sean	Tile, GameMap, TileFactory
Henrik	Position, GameModel
Arvid	Movable, Kangaroo, Creature
Simon	Item, InteractiveObject, InteractiveTile

2. Reports

We will probably encounter some problems later this week but for now we seem to be ok. The main thing right now is to know what to do and start doing it.

3. Discussion items

We are discussing the cortege and how much we will work during the week. We will work as much as possible this week and talk more about the cortege next monday since we don't know how much time it will take (Henrik and Arvid have joined the cortege).

4. Outcomes and assignments

This week: Work alot

5. Wrap up

Next groupmeeting on thursday, then meet the mentor for question and next monday plan the next week.

Meeting 8

Location: Linsen
Date: 23rd April 2012
Time: 10:14

Facilitator: Simon Almgren

Participant: Sean Pavlov, Henrik Alburg, Arvid Karlsson and Simon Almgren

1. Objectives

Major collision problem. Number one objective is to solve that problem. Also to solve the problem with animations. Implement more use cases. Lower prio but pausing the game is going to be implemented.

2. Reports

Collision problem, also problem with drawing animations. Slick library will be hard to use when only using animations. Keyevents also isnt working but will be solved today.

3. Discussion items

Rethink collision, have someone else look at it.

4. Outcomes and assignments

This week: Work a lot

5. Wrap up

Next group meeting on thursday, then meet the mentor for question and next monday plan the next week.

Meeting 9

Location: EDIT-huset room 5211
Date: 24rd April 2012
Time: 11:28
Facilitator: Arvid Karlsson
Participant: Sean Pavlov, Henrik Alburg, Arvid Karlsson and Simon Almgren

1. Objectives

Try to fix details on collition. Only check the tiles that are nessesary.
Fix animation. Have not solved it yet.
Fix custom keys. Doesn't work yet.
Continue with everything around, like options, sound, hi-score.

2. Reports

Collition is almost finnished. Only details left.
Problem with slick. Haven't found out how to paint from both slick and Javas graphics.
Have started to fix hi-score and write to a file, so you can save it.
Made a class for a mini game in the game.

3. Discussion items

Add more items. Suggestions: Invurnablility, more time, invert controller, crash the game, freeze all the creatures. Discuss with mentor if we should use slick for animation or not.

4. Outcomes and assignments

This week: Get collition to work properly. Start to work on things around. (menu, options etc.)

5. Wrap up

Next group meeting on tuesday. Ask menthor about slick. .

Meeting 10

Location: HC underground
Date: 26rd April 2012
Time: 12:59
Facilitator: Henrik Alburg
Participant: Sean Pavlov, Henrik Alburg, Arvid Karlsson and Simon Almgren

1. Objectives

We have to solve the issue with starting the game from the menu. We have to solve the problem with writing rows to a specific file. For some computers, the required prestanda is too high. We also need to get the animations done. Fix custom keys.

2. Reports

We are satisfied with collision at the time and will not focus on it until later if necessary. We have started with menu view etc.

3. Discussion items

We need to be better organized so each of us can see what the others are working on. We will solve this with a task list so we can see what everyone is currently coding and are going to code.

We need to have a proper structure in the constants class so we have all item ids beside each other.

4. Outcomes and assignments

Arvid: Fix the menu.
If done; item

Simon: Refine the physics of the Kangaroo
If done; fix the model so if you die, you start over etc

Henrik: Fix constants and the factory so we can add them into the levels
If done; Custom keys

Sean: JPanel for highscore, options etc
If done; Interactive object a portal

5. Wrap up

Next meeting tuesday on Skype. Ask the mentor about the issues today.

Meeting 11

Location: Skype
Date: 1st of May 2012
Time: 14.30
Facilitator: Arvid Karlsson
Participant: Sean Pavlov, Henrik Alburg, Arvid Karlsson and Simon Almgren

1. Objectives

Fix animations and look into the library for converting .tmx-files to an array of tiles. Fix the circular dependences we currently have.

2. Reports

Item is working now! :D

3. Discussion items

Items is working fine, and we can now start implementing more of them. The Kangaroo should fall if standing between two tiles with only one tile width between them.

4. Outcomes and assignments

Arvid: Try to fix animations.
Simon: Look into the new library for maps.
Henrik: Interactive tiles.
Sean: Creature.

5. Wrap up

The first meeting on skype, went well. We'll see each other tomorrow and start working.
Business as usual.
Next meeting on thursday.

Meeting 11

Location: Linsen
Date: May the 4th (be with you) 2012

Time: 09.09
Facilitator: Arvid Karlsson
Participant: Sean Pavlov, Henrik Alburg, Arvid Karlsson and Simon Almgren

1. Objectives

Fix the animations. Find a library to use. Fix two levels, so when you finish the level you get to a new one. Fix the goal and a way to save the hiscore. Link custom keys to options. Write more JUnit tests. Split the packages.

2. Reports

Interactive tiles is working. The new library was too unnecessary to use. The menu is almost working now. We need to implement hiscore to be finished with the menu. Right now the option view is gone, but it will come back soon.

3. Discussion items

We will check if there is a framework so we can store the hiscore. Stop implement creatures. Maybe one more item. Try to get the game finished instead. Tweak the collision so you can't fall through the floor. We should show what item you're carrying. Also show the controller somewhere.

4. Outcomes and assignments

Arvid: Fix the pause view. Help Simon with animations.

Simon: Fix animations.

Henrik: Fix collisions. Check a framework for hiscore.

Sean: Fix so you can navigate with the keyboard in the menu.
Do the escape button to a pause-the-game button and also to a go-back-in-the-menu button..

5. Wrap up

Business as usual.
Next meeting on monday.

Meeting 12

Location: Idegr13
Date: 7 May 2012

Time: 14:20
Facilitator: Simon Almgren
Participant: Sean Pavlov, Henrik Alburg, Arvid Karlsson and Simon Almgren

1. Objectives

Test a framework for crypting the highscore. We want a sound class for sfx and for bg music so we can play them simultaneously. Make so pause works. It should be able to finish a level.

2. Reports

Animation works to implement. Kangaroo's animation does not work properly. Pause view and victory view is written by Arvid, but not done yet. Option view is done, but is doesn't look pretty.

3. Discussion items

Code night on wednesday and Code night: The final coding on thursday. If the first code night is going well, we all is going to create one level each. We are going to have competition on every level next code night. We have to have tests. Approx. 6 classes/human, because we haven't done so many.

4. Outcomes and assignments

Arvid: Fix the pause view and victory view.

Simon: Fix framework

Henrik: Working on animations.

Sean: Make the sound work.

5. Wrap up

Business as usual.
Next meeting on thursday.

Meeting 13

Location: Placa de ShortLeft
Date: 10 May 2012
Time: 04.10
Facilitator: Henrik Alburg
Participant: Sean Pavlov, Henrik Alburg, Arvid Karlsson and Simon Almgren

1. Objectives

Get highscoreview and victoryview to work. Complete pauseview. Replace sound with observer-enabled sound.

2. Reports

All components, especially in the VictoryView is there but aren't in order yet.

Framework is implemented but is on hold until we have written the method for setting and getting the highscore.

All animations are now in the game and working.

Sound is working but shall be removed and replaced with observer-enabled sound.

3. Discussion items

codeNight(); worked well and we all look forward to the codenight tomorrow. Tumblr is up and running :D. If we are done, implement stoptimeitem. We have some tests but more should be implemented.

4. Outcomes and assignments

Arvid: views and then tests

Simon: highscore then tests.

Henrik: sound and then tests.

Sean: highscoreview then tests

5. Wrap up

Business as usual + codeNight();

Next meeting on thur