

Meetings

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Meeting 2

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Meeting 4

1. Objectives
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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