Meeting protocol

Date: 2014-03-21

Facilitator: Oskar Jönefors

Participants: Eric Bjuhr, Oskar Jönefors, Emilia Nilsson

Objectives

- Create a model for the game. Analysis model and possibly a sequence map.
- Expand the use cases.

Reports

- It has been collectively decided that the group will use the libGDX framework for the graphics of the game. Slick2D was first considered but abandoned due to it not being actively developed. Also, knowledge of libGDX will be useful for future projects.
- Everyone has set up Eclipse, Git and Maven and are ready to start the coding process.
- Emilia has designed a mockup level.
- The group has made some progress on writing the RAD.
- Joel is absent due to another meeting, but he will read the meeting protocol.

Discussion items

- How will the user controls work?
- What will the use cases be?

Outcomes and assigments

- The controls will consist of directional keys (left and right) and a grab button. When the user is facing a block and the grab button is pressed, the character grabs onto the block. If the user then presses a directional button, the block will be pulled/pushed. If the grab button is instead immediately released, the character will lift the block. Once a block has been lifted, the grab button will put it down.

- The group decided on the following use cases:
  - Normal flow
    - Alternate flow
  - Move character
    - Climb (up or down)
    - Die (by monster or crushed by block)

- ○ Grab block
  - ■ Lift block
  - ■ Put block down
  - ■ Push/pull block
- ○ Switch character
- ○ New game
  - ■ Delete current progress?
- ○ Continue
- ○ Select level
  - ■ Select standard level
  - ■ Select custom level
- ○ Change sound volumes
- ○ Remap controls
- ○ Quit game
- ○ Restart level
- ○ Die

- ● Eric should
  - ○ Work on user cases and analysis model.
- ● Joel should
  - ○ Write on the RAD.
- ● Mia should
  - ○ Work on user cases and analysis model.
- ● Oskar should
  - ○ Work on user cases and learn how libGDX works.

Wrap up

- ● Unsolved: Will the player be able to drag a block so that she'll end up standing in the air?
- ● Unsolved: Terminology: Should we use "levels" or "maps" to describe the different stages?
- ● Unsolved: How will we handle New game / continue / select level ? Should "New game" discard unlocked levels or merely change where "continue" points to.
- ● Next meetings: Mon 24/3 10:00 and Fri 28/3 13:00