

Meeting Agenda

Date: 2015-05-19

Facilitator: Oskar Willman

Participants: Johan Carlshede, Johan Iversen, Johannes Hildén, Oskar Willman

1. Objectives

- Discuss programming and progress.

2. Reports

- Johan Iversen - Decided to use Scene2D for HUD/UI. Made methods for scanning map files for enemy spawn points. Enemies are then created on these positions. Almost done with this, just need to fix a bug.
- Johan Carlshede - Some minor changes
- Johannes Hildén - Implemented so that enemies can now take damage from the heroes attacks.
- Oskar Willman - Refactored AI system to make for easier unique enemy AI.

3. Discussion items

- Progress
- Functionality focus.

4. Outcomes and assignments

- Will focus on the completion criterias we wrote in the RAD
- Johan Carlshede - Continue working on map generation/minimap
- Johan Iversen - Make basic HUD, improve enemy spawning.
- Johannes Hildén - Refactor Enemycontrollers,
- Oskar Willman - Continue refactoring and extending the AI functionality

5. Wrap up

- Next meeting friday 22/5 10:00