

Meeting Agenda

Date: 2015-05-10

Facilitator: Johan Iversen

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

1. Objectives

- Decide more upon code structure.
- How should enemies be created and stored?
- How should the enemy AI be built and how should it be connected to the enemy?
- Decide how attacks should be coded, and how to calculate whether they hit or not.
- Discuss individual contributions to the project so far. Will everyone reach the minimal requirements? What steps should be taken to assure this?
- Delegate some work on graphics.

2. Reports

- Johan Iversen - Made hero be drawn on the same "projection matrix" as the level. Improved the method for creating collidable bodies from the level provided. Made EnemyFactory class and some implementation of it. Worked on graphics.
- Johan Carlshede - Worked on the map/generation
- Johannes Hildén - Refactored the MVC-structure.
- Oskar Willman - Worked on AI, minor refactoring

3. Discussion items

- See objectives above

4. Outcomes and assignments

- Enemies will be created with each room, and stored in each room.
- AI classes will be created and owned by creature objects, preliminarily as models.
- The Controller class called "Controller" now holds all other specific controllers and the specific controllers have their own model and view of that specific type.
- Every time the player hits the attack button, a sensor box will be placed in front of the hero.
- Everyone knows how much they've currently contributed to the code.
- Johan Carlshede - Continue working on map generation

- Johan Iversen - Will tweak and make some more animations for “widow” enemy. Improve EnemyFactory, make code for enemies more general.
- Johannes Hildén - Starting to implement an attack for the hero.
- Oskar Willman - Continue work on AI, continue refactoring

5. Wrap up

- Next meeting Tuesday 12/5 15:00