

Meeting Agenda

Date: 2015-04-02

Facilitator: Johan Carlshede

Participants: Johan Carlshede, Johan Iversen, Johannes Hildén

1. Objectives

- libGDX discussion
- Timeline discussion
- Game design discussion/decisions

2. Reports

- Johan Carlshede - Finished a few Use Cases and installed Gradle/libGDX
- Johan Iversen - Gathered classes and methods from descriptions in use cases. Worked on UML.
- Johannes Hildén - Installed Gradle/libGDX
- Oskar Willman -

3. Discussion items

- libGDX tutorial
- When do we start coding?
- **Game mechanics**
 - Should the game feature shields?
 - Should there be an inventory menu?
 - Different weapon types?
 - Possible to hold multiple weapons at once?

4. Outcomes and assignments

- **Game mechanics**
 - No shields, but the player character can parry incoming blows
 - No inventory or inventory menu.
 - There will be two different weapon types in the game, melee weapons and ranged weapons.
 - You can hold one melee weapon and one ranged weapon at the same time but only use one at a time.
 - Ranged weapons will have infinite uses for now. Subject to change.

- Health will be represented by a health bar and the player character will get visibly hurt.
- Everyone finishes the libGDX-tutorial before some time in the beginning of next week.
- Johan Iversen codes a simple prototype.

5. Wrap up

- Next meeting, tuesday 4/7 12.00