

Meeting Agenda

Date: 2015-05-12

Facilitator: Johan Carlshede

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

1. Objectives

- Discuss coding/structure

2. Reports

- Johan Iversen - Studied design patterns, specifically the factory design pattern.
- Johan Carlshede - Worked on the map/generation, not finished yet.
- Johannes Hildén - Worked on implementing attack, not finished yet.
- Oskar Willman - Worked on AI, attack methods more specifically.

3. Discussion items

- See objectives above

4. Outcomes and assignments

- Enemies (subclasses of Enemy) will be created with each room, and stored in each room.
- An EnemyController will control and update all enemies in the active room, by accessing each individual enemy in the enemy list found in each Room instance
- Johan Carlshede - Continue working on map generation
- Johan Iversen - Make the enemy factory follow common design rules.
- Johannes Hildén - Starting to draw tiles for the map-art, refining old code.
- Oskar Willman - Continue work on AI, continue refactoring

5. Wrap up

- Next meeting Friday 15/5 12:00