Meeting Agenda

Date: 2015-05-24

Facilitator: Johan Iversen

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

1. Objectives

- Plan the final week

2. Reports

- Johan Iversen - Started making the HUD (Heads up display). Added some elements to it.
- Johan Carlshede - Worked on the map/generation, not finished yet.
- Johannes Hildén - Implemented enemy attacks with hitboxes and animations, enemies dying, hero recieving experience from killing enemies and did refactoring to Enemycontrollers.
- Oskar Willman - Finished refactoring AI, started looking at creating test classes.

3. Discussion items

- What more features should we work on to implement? When is the project "finished"?
- Who will focus on what?
- Should we add new graphics/animations?

4. Outcomes and assignments

For the entirety of next week:

- Features
    - Attributes menu, with different stats that can be increased when the hero has gained enough experience points.
    - Gain exp and level-ups from killing enemies.
    - Chests. Randomly placed, random contents.
    - Boss. The game ends when it's killed.
    - Start menu.
    - Sounds/music. "Creative commons".
    - Make new rooms, use new tileset, "castle like". *Spooky Castle?*
    - Make weapons show when attacking.

- ○ Rings
  - ○ Spells. Something simple. Heal / kill enemies etc.
  - ○ Ranged weapon.
  - ○ Can be attacked and killed by enemies.
- Javadoc
  - ○ Write Javadoc comments to every class
- Testing
  - ○ Write test classes to all classes of type model.
- Look up dependencies with STAN
- Use Findbugs on project.
- Finish RAD and SDD.

- Johan Carlshede - Finish mapgeneration, minimap, clean up code, add comments, whatever remains in the issue tracker if there is time
- Johan Iversen - Fix functional attributes menu. Implement chests.
- Johannes Hildén - Implement Hero taking damage from enemy attacks, pick issues off of issuetracker.
- Oskar Willman - Write test classes for the model classes.

5. Wrap up

- Next meeting Wednesday 27/5 12:00