

Meeting Agenda

Date: 2015-05-17

Facilitator: Johannes Hildén

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

1. Objectives

- Discuss workflow.

2. Reports

- Johan Iversen - Made EnemyFactory class which handles the creation of all EnemyControllers. Made every room create and keep track of their own enemies.
- Johan Carlshede - Worked on mapgeneration, not finished, but getting there
- Johannes Hildén - Implemented weapon swap.
- Oskar Willman - Worked some on AI, specifically timers and more diverse movement

3. Discussion items

- How much can we realistically implement?

4. Outcomes and assignments

- Will focus on the completion criterias we wrote in the RAD
- Johan Carlshede - Will continue working on mapgeneration, and will create a minimap/map of the world.
- Johan Iversen - Make a preliminary UI showing hero's health points etc. Add enemy spawn points to maps.
- Johannes Hildén - Keep on working with items, and changing items. Start to implement enemies taking damage and responding to hits.
- Oskar Willman - Keep working on AI, refactor AI to a better place

5. Wrap up

- Next meeting tuesday 19/5 10:00