

Meeting Agenda

Date: 2015-05-03

Facilitator: Johannes Hildén

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

1. Objectives

- Discuss interfaces.
- Discuss MVC.
- Make decisions about some design elements.

2. Reports

- Johan Carlshede - Started working on moving libGDX-components out of model
- Johan Iversen - Did some experimental work on cameras, but not much usable. Studied the animation tool 'Spriter' and worked on some animations. Did some research on how to combine the LibGDX framework with the MVC architecture.
- Johannes Hildén - Created running animation for the Hero. Started on implementing Hero-Attack.
- Oskar Willman - Implemented an enemy, started working on a simple enemy attack method.

3. Discussion items

- Interfaces
- MVC
- Spriter animation tool

4. Outcomes and assignments

- We will use Spriter to animate the sprites
- Separate the model from the view and all framework information.
- Consult this http://www.rengelbert.com/tutorial.php?id=175&show_all=true
- Johan Carlshede - Continue working on restructuring the model and picking off issues from github, read about Actor
- Johan Iversen - Tick off some issues from GitHub.
- Johannes Hildén - Creating more animations for the Hero.

- Oskar Willman - Study the “One Game, Many Frameworks: LibGDX”, and continue working accordingly.

5. Wrap up

- Next meeting Tuesday May 5th