

Möte 11

Date: 28/4

Facilitator: Andreas

Participants: Johan Gerdin, Andreas Wahlström, Erik Arnebäck, Linnea Andersson

1. Objectives:

When player is growing the area you can press on screen for movement is becoming smaller and smaller. When the player is really big you can barely move it at all.

We need somehow save progress. And game crashes when starting a second time.

2. Reports:

nothing special from last time.

3. Discussion items:

need loadingScene for each level. The text should be something like "Level 1"

need to improve levelGenerator. More balance.

Improve look of player when under effect of powerUp.
SlowDown. InvertedMovement. Random. 2xScore.
Magnet. (Make the player smaller for a while)Up.

4. Outcomes and assignments:

Andreas: Enemy move

Johan: powerUp and cameraProblem and movement

Linnea: GameOver

Erik: make the game not crash all the time.

5. Wrap up

Next meeting: ~~wednesday 1/5~~ Sunday 5/5

