

Möte 10

Date: 24/4

Facilitator: Andreas

Participants: Johan Gerdin, Andreas Wahlström, Erik Arnebäck

1. Objectives:

Teleport doesn't work

Problem when player grows (physics and view) - position of shape and body differs.

2. Reports:

Enemy got basic movement – track smaller entities, but is still quite stupid

Still problem when player grows (physics and view)

can now have 1 active powerUp – we want more

3. Discussion items:

Decided to change the way in which we use powerUps. Enum → extend

4. Outcomes and assignments:

Erik: Change level, move move to player

Johan: More powerUp fixing

Andreas: Documentation, make smarter enemies.

5. Wrap up:

Next meeting: monday 29/4 -13