Meeting Agenda

Location: Over Skype
Date: 5 May 2012
Time: 15:00
Facilitator: Johan Grönvall
Participants: Daniel Jonsson, Johan Rignäs, Johan Grönvall

- Objectives (5 min)
    - Solve the circular dependency between the packages bullet and weapon.
    - Summarize what we have left on the project.
- Reports (15 min)
    - Daniel:
        - It's now possible to create a new game.
        - The character images are now drawn correctly.
        - Level selection screen supports more than 4 levels.
        - The upgrade tiers on the upgrade view work as intended.
        - Fixed circular dependencies related to the ai package.
    - Johan G:
        - Character can now change weapons
        - Created AI for all enemies from scratch
        - Designed an awesome map! :D
    - Johan R:
        - Added spikes as Enemy
        - Removed the bugs given from FindBugs
        - Added a few tests(an attempt to detect problems with picking up items)
        - Updated MapEditor (stuff + equivalent stuff in RSMG)
        - Added all weapons as Items instead of Weapon
        - Failed to calibrate Jump :P
- Discussion items (35 min)
    - Solution to circular dependency between object and weapon packages:
        - Make weapon into a subpackage to the package unit.
    - Summarization
        - Implement upgrades
            - double jump
            - rapid fire
            - run faster
            - bigger AoE
            - shotgun spread
        - More tests
            - EVERYTHING in model
        - Graphical implication upon death
        - Victory screen/state that is shown when the last level is completed. (with awesome rolling credits)

- ■ Calibrate constants (running and jumping speed, how fast enemies attack etc.)
- ■ Make more sound effects.
  - ● http://www.superflashbros.net/as3sfxr/
- ■ Some possible low priority features:
  - ● Fix the performance and optimize stuff.
  - ● Implement a couple of more enemies. (Stored inside Zap's mind)
  - ● Do a boss level with a BossBot and awesome boss music.
  - ● Redesign some tiles/items.
- ■ SDD / RAD (last week because we like procrastination)
  - ● Update UML pictures. https://cacoo.com/
- ● Outcomes and assignments (5 min)
  - ○ Daniel:
    - ■ Make victory and death screens/states.
    - ■ Fix the circular dependency.
    - ■ UML and documentation.
  - ○ Johan.G:
    - ■ implement upgrades
    - ■ calibrate constants
    - ■ BOSS
  - ○ Johan R:
    - ■ More tests
    - ■ Make more sound effects
    - ■ UML
- ● Wrap up
  - ○ Next meeting Thuesday 10:00.
  - ○ Project deadline: The Diablo 3 release.