

Meeting Agenda

Location: Idéläran, room 5

Date: 19 April, 2012

Time: 10:00

Facilitator: Johan Rignäs

Participants: Johan Rignäs, Johan Grönvall, Daniel Jonsson

- Objectives (5 min)
 - Divide assignments for the new problems.
 - Analyze what needs to be done until next week.
- Reports (15 min)
 - Johan G.:
 - Implemented enemies, almost done.
 - Implemented dash move. needs slight adjusting
 - Daniel:
 - Made a pause menu.
 - Made it possible to play more than a single level.
 - Johan R.:
 - Started implementing items.
- Discussion items (35 min)
 - Fix circular dependencies in model.
 - Make subpackages to some of the classes in model.
 - Fix hashmaps for images in LevelState.
 - Make enemies part of the level XML file.
 - Complete enemies and item classes.
 - Fix the jumping-down-stairs bug.
 - Add system to track level and character progression (such as unlocked levels and upgrades).
 - Make AI for enemies.
 - Continue working on the weapons.
- Outcomes and assignments (5 min)
 - Together in Skype fix circular dependencies and make subpackages.
(13.00 Friday)
 - Daniel:
 - Add hashmaps in LevelState.
 - Fix/check jumping-down-stairs bug.
 - Fix character progress.
 - Johan R.:
 - Enemies in XML file.
 - Complete item class.
 - Add enemies and items to the map editor.
 - Johan G.:
 - Complete enemy class.

- AI and weapons.
- Wrap up
 - Work!
 - Next meeting: Tuesday 9:00, Idéläran 10