Meeting Agenda

Location: Idéläran 14
Date: 2 May 2012
Time: 12:00
Facilitator: Johan Rignäs
Participants: Daniel Jonsson, Johan Rignäs, Johan Grönvall

- Objectives (5 min)
    - Decide when to stop implementing features
    - List questions for our supervisor
    - Split up the rest of the work
- Reports (15 min)
    - Solved an issue with AI design https://github.com/MaTachi/Robots-Stole-My-Girlfriend/issues/16
    - Decided on a camera design https://github.com/MaTachi/Robots-Stole-My-Girlfriend/issues/13
    - Johan R
        - Added lots of tests
        - Fixed the hasCollided() method
        - Created a automatic camera behaviour
        - Made additions to the map editor
    - Johan G
        - Added documentation
        - implemented the shotgun from scratch
        - implemented the rest of the already drawn enemies
        - Fixed the circular dependency between character / weapon
        - Added graphical indication when something got hit
        - Explosions now deal damage in ticks instead of through every loop
        - Added the foundation of the AI and a basic AI class
    - Daniel
        - Fixed so only available levels are shown on the level selection screen.
        - Added a view where the player can spend his upgrade points.
        - It's possible to die.
- Discussion items (35 min)
    - What more features we want to add to the game:
        - 1. Ability to reset the character progress. I.e. when pressing "New Game", start a new game.
        - 2. Some AI's.
            - tankBot AI
            - bucketBot AI
            - ballBot AI
            - rocketBot AI
        - 3. Tweak constants. (gravity, jump height etc.)

- - - 4. Finish upgrade system.
    - More tests?
    - More documentation.
    - 5. Add hazardous tiles as enemies.
    - 6. Add something to happen when you die (more clearly show that you have died instead of just resetting the level instantaneously).
    - 7. Make it possible to win the game.
    - 8. Be able to change weapon.
    - 9. Add different offsets for different charactar images.
    - 10. Add all ingame objects to map editor.
    - 11. Make better maps with new tiles.
- Outcomes and assignments (5 min)
  - Daniel:
    - 1, 4, 6, 7, 9
  - Johan G.:
    - 2, 8, 11
  - Johan R.:
    - 3, 5, 10
- Wrap up
  - Next meeting Monday 12:00.