

Meeting Agenda

Location: Idéläran, room 11

Date: 26 March 2012

Time: 9:04

Facilitator: Johan Grönvall

Participants: Daniel Jonsson, Johan Grönvall, Viktor Rådmark, Johan Rignäs

- Objectives (5 min)
 - Get Victor back on track.
 - Inform everyone on what is going on.
 - Establish what needs to be done by thursday.
- Reports (15 min)
 - Victor is back! Yey!
 - Daniel finished a way to graphically display the game aswell as completed the state system.
 - Johan R. has implemented the tile classes aswell as a way to interpret XML files as a map (requires tweaks). He also implemented the foundation for the TileGrid class.
 - Johan G. implemented the Character, InteractiveObject and Vector2d classes.
 - Johan G., Johan R. and Daniel all worked on the Level class, which handles collision and gravity.
 - We did not finish the SDD parts that we needed to.
- Discussion items (35 min)
 - Work on how the levels are saved and loaded from XML files.
 - Bugfix and clean up the code/documentation. Possibly some JUnit cases.
 - Write on SDD.
- Outcomes and assignments (5 min)
 - Everybody will try to write some parts on the SDD.
 - Viktor will write some JUnit tests.
 - Johan G. and Daniel fix bugs and tweak the collision detection.
 - Johan G., Daniel and Johan R. clean up and document our code.
- Wrap up
 - Next meeting on thursday, after the meeting with the supervisor.