

Meeting Agenda

Location: 6205

Date: 26 April 2012

Time: 09:35

Facilitator: Johan Rignäs

Participants: Daniel Jonsson, Johan Rignäs, Johan Grönvall

- Objectives (5 min)
 - The method hasCollided doesn't seem to work correctly.
 - Hand out assignments.
 - Discuss how we are drawing stuff in LevelState.
- Reports (15 min)
 - All:
 - Wrote tests and some documentation
 - Johan G.:
 - Worked on levelstate, created a more dynamic way to add more weapon graphics.
- Discussion items (35 min)
 - Discussed how we will implement AI.
- Outcomes and assignments (5 min)
 - Daniel:
 - Upgrade system (menu, items and upgrades).
 - Make it possible to die.
 - Look over how the Level graphics are stored and drawn.
 - Johan G.:
 - AI basics/foundation.
 - Weapon: Shotgun.
 - Documentation.
 - What happens when living objects take damage.
 - Johan R.:
 - Do more JUnit tests.
 - Fix how the hasCollided method works.
 - Add upgrade points.
 - Add a camera that follows the character.
- Wrap up
 - Next meeting Wednesday 12:00.