Meeting Agenda

Location: Over Skype
Date: 8 May 2012
Time: 14:00
Facilitator:
Participants: Daniel Jonsson, Johan Rignäs, Johan Grönvall

- Objectives (5 min)
  - Hand out assignments.
- Reports (15 min)
  - Daniel:
    - Made a credits state.
    - Fixed bugs, warnings, circular dependencies etc.
    - Added a cooldown bar for the weapon.
    - Only tiles that are visible are drawn.
  - Johan G:
    - Added friction to the game
    - Fixed dash move
    - Added knockback
    - Added a boss
    - Implemented all upgrades
  - Johan R:
    - Added weapon and dash sounds
    - Made some tests
- Discussion items (35 min)
  - Features/tweaking:
    - You shouldn't be able to move around when you are dead.
    - Finish the boss.
    - Make it possible to win the boss level.
    - add epic boss music
    - WHEN YOU WIN YOU SHOULD BE PUT IN LEVELSELETIONSCREEN OKAY ?
    - add laser pistol
    - add cheat to complete levels instantaneously
    - remove IBoss
    - Change graphic for upgradePoint
  - RAD, SDD (UML)
  - tests
- Outcomes and assignments (5 min)
  - Everybody:
    - Check the RAD and SDD.
    - Clean up code and make it look pretty!
  - Daniel:

- - - ■ Fix so u don't move around as dead.
      - ■ Add boss music.
      - ■ Make it possible to win the boss level.
      - ■ Change which state is entered after a level is completed.
      - ■ Add cheats to complete levels instantaneously.
    - ○ Johan G:
      - ■ Finish boss.
      - ■ Remove IBoss.
      - ■ Add laser pistol.
    - ○ Johan R:
      - ■ Fix upgradePoint graphic
      - ■ Add more tests :)
      - ■ Update Domain model
- ● Wrap up
  - ○ Next meeting, Thursday 10:00