

# 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 character 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.