

Meeting Agenda

Location: Idéläran, room 10

Date: 24 April 2012

Time: 10:00

Facilitator: Johan Rignäs

Participants: Johan Rignäs, Johan Grönvall, Daniel Jonsson

- Objectives (5 min)
 - Issue: Explosion animation is synced.
 - Look over the collisions and intersect methods.
- Reports (15 min)
 - Johan G.:
 - Code cleaning.
 - Added explosions.
 - Daniel:
 - Added health bar
 - Character progress and made it possible to complete levels.
 - Jogan R.:
 - Added enemies and items to the map editor, and added those to the XML files.
 - Added items and ability to pick up items (like health packs and weapons).
 - Wrote some tests.
 - Everybody:
 - Refactored and added subpackages.
- Discussion items (35 min)
 - Do more tests and write more documentation.
 - Stuff we need/want to add (someday):
 - AI
 - Upgrade system (menu, items and upgrades)
 - Weapon: Shotgun
 - Camera to follow character
 - Look over how the weapon classes works
 - Do more JUnit tests
 - Write documentation
- Outcomes and assignments (5 min)
 - Write tests and documentation until Thursday.
- Wrap up
 - Next meeting Thursday 10:00.