Meeting Agenda

Date: 2013-04-16

Facilitator: Sebastian Bellevik

Participants: Sebastian Bellevik, Adam Jilsén, Rasmus Lorentzon, Tomas Hasselquist

1.   We will continue to work on making the collisionhandling better and begin to work on some spells. We will also begin small network-tests.

2.   We came a little further in our collision-tests but the haven't been perfected yet. Some very light network tests have been done but nothing extraordinary.

3.   Discussion items

   (a)   How do we handle collisions?

   (b)   How do we handle our skills?

   (c)   How do we handle sounds?

   (d)   How do we make our players rotate?

   (e)   How do we handle non-standard spells?

   (g)   How do we fix networking with an offcampus server?

4.   Outcomes and assignments

   (a)   Tomas managed to fix collisions between skills and players. Collisiontesting works on any size of skill and/or player.

   (b)   We've created a small "skillbar" at the bottom of the screen. This is only used as a representation of the player's current usable skills.

   (c)   We have began using some sounds from freesounds.org.

   (d)   We have began our work on player rotation though the don't rotate quite as we'd like them to yet.

   (e)   For larger (longer lasting) area-of-effect-spells we use a higher speed and a counter for the number of times the affected player takes damage.

(g) After the server-software is done, it will be placed on one of our own personal servers.

5. Wrap up

(a) Networking is functional as long as the server and client is on the same computer. Will need to improve this.

(b) Collision in EndState is not fully functional, but we're almost there.

(c) The rotation is almost done, but the way the player follows the mouse needs some tweaking.