

Meeting Agenda

Date: 23/5 - 2016

Facilitator: Maija

Secretary: Andrea

Participants: Lisa, Rebecca, Maija, Andrea

1. Objectives

- There is currently some problem with character collision with player/other character.
- Interaction with character and drawing out the question/information is almost done. Dependent on the collision.
- Some smaller issues with rendering the world/camera?

2. Reports

Everyone: Continued working on the SDD - needs to be continued this week.

Lisa: Have worked on all on the assigned tasks, but there is issues - see objectives.

Andrea: EnterNewWorld now works as it should - might need some minor tweaks with exact coordinates for entering new world. Also looked further into the layout of questions and adding them to the character.

Maija: Interaction has view as it should, but still some issues with collision.

Rebecca: Fixed the interactionview for questions and feedback for the answer. Not added logic yet, but rather the flow of the interaction.

3. Discussion items

- Placing of the mascots and humans
Needs to look at which world they are in, if they are caught etc.
- Requirements document have been updated by members. All use cases should now be represented. Going through them during this point in the meeting.
- Sequence diagrams

4. Outcomes and assignments

Everyone: Fix the SDD, fix the sequence diagrams, fix the final structure of the code and refactor to make sure it's MVC. Tests for everything in models!

Lisa: Fix so that the collision works for the character with another character.

Andrea: Fix the final aspects of getting the questions and information displayed on the interactionView.

Maija: Fix progress so it updates and shows the mascots.

Rebecca: Fix view for information.

Everyone continue according to the requirements document when done.

5. Wrap up

Next meeting will be on Thursday the 26th of May.