Meeting Agenda

Date:18/4
Facilitator: Maija
Secretary: Rebecca
Participants: Maija, Andrea, Lisa, Rebecca

1. Objectives

- Connect the tilemaps to the code so when running it is showed.
  - We need more knowledge to get forward
  - Will be easier to use framework
  - Will look into that after the meeting
  - From what we know it will be easier to use gradle instead of maven
- Hard to make our own tests

2. Reports
Everyone: Prepare presentation for monday presentation was done. We have not done the UML.

Andrea: Watched tutorials on how to connect tilemaps, can not use some things in maven, frameworks?

Lisa: Created a moving pattern. Programme prints out coordinates when moving since we have no fictional character yet. Have not done any JUnit tests

Maija: Built two prototype maps over campus. We will use them for now and focus more on the code.

Rebecca: Have started with the controller class. Do not know if is working yet.

3. Discussion items
- Will tile maps work with our knowledge?
- Tests!

4. Outcomes and assignments
We need to look at frameworks. We need to look more into tile maps for everyone's knowledge since it is a big part of the project.

Maija: Look into sprites and making a character move

Andrea: Continue in making the tilemap readable and visible

Lisa: Look into tests

Rebecca: Look into collisions

5. Wrap up

Next meeting Friday 22/4, 13:00.