# *Meeting Agenda*

**Date:** 19/5
**Facilitator:** Andrea
**Secretary:** Lisa
**Participants:** Andrea, Rebecca, Maija, Lisa

## 1. Objectives
-Where to create CharacterControllers and should every character have their own controller och should we have one controller controlling all characters.
-GameController is too big. Should be split into GameController and WorldController.
-State and Game are connected to the framework. Needs to be changed.
-The SDD is difficult.

## 2. Reports
*Everyone*: We have all looked on the SDD, but we are not done yet.
*Lisa:* Animation for characters is kind of done, but we have not been able to test it yet. Same with walkAway.
*Andrea:* EnterNewWorld works but needs some fixes with the exit positions. You can walk over the campus. Went through requirements
*Maija:* Interact kind of works. Some classes needs to change names.
*Rebecca:* Created new worlds (Hubben and Salonen). Made the how-to-play page.

## 3. Discussion items
-How to do with the CharacterController. Try to make one CharacterContoller for all characters that contains a list of all characters.
-Collision should be closer to the player so that it looks better.  Less whitespace.

## 4. Outcomes and assignments
*Everyone:* SDD!!! We will all work together with it one hour today.
*Lisa:* Continue with CharacterController. Test WalkAway and character animations. Collision closer to characters.
*Andrea:* EnterNewWorld positions for entrance and exit (not magical). Continue connect the mapping of the worlds.
*Maija:* Keep working with interaction.
*Rebecca:* Fix questions.

## 5. Wrap up
Next meeting: Monday 23/5 12.00