

Meeting Agenda

Date: 27/4

Facilitator: Lisa

Secretary: Maija

Participants: Lisa, Maija Andrea, Rebecca

1. Objectives

- Collision, something wrong with object layer
- Map-reader class (model) instead of reading map in the view
- Movement, move while key pressed instead of one step at a time

2. Reports (15 min)

Everyone have tried their best to help each other with all the problems that have occurred.

Lisa: have created methods for drawing all the mascots and humen, should work just need to add list with positions

Rebecca: tried to fix the collision issue, but was not successful. Also looked into the movement issue.

Maija: tried to fix the movement, might have an idea that can work. Later looked into the collision issue without further progress.

Andrea: fixed the code to make the camera look at the player, and also tried to refactor the code according to MVC standards.

3. Discussion items (35 min)

- Sprites needs to be fixed to continue character development
- Always write branch name with small character, i.e “developMovement”
- Mostly things we need to go through
- Use slack

4. Outcomes and assignments (5 min)

Maija & Rebecca: Collision, movement (only player)

Andrea & Lisa: Sprites, maps, movement (for characters)

5. Wrap up

Still need to fix collision and movement, and MVC

Next meeting will be 2nd of May at 12.00, although Andrea will be absent.