

## ***Meeting Agenda***

**Date:** 2016-05-05

**Facilitator:** Maija

**Secretary:** Andrea

**Participants:** Andrea, Maija, Rebecca (not Lisa)

### **1. Objectives**

- **Github** has too many branches that are not merged to master, nor removed. Needs to be evaluated.
- **Collision** still doesn't work as it should. Ineffective method right now.
- **Camera** doesn't work, as it shows more than the map.
- **MVC** - we need to rethink the name world. Game will be the world for the "main" classes.

### **2. Reports**

*Andrea:* Paris!

*Lisa:* Continued work on characters and the movement of the player.

*Rebecca:* Progress bar has started to take form.

*Maija:* Collision is changed to fit with MVC-pattern, but does not quite work yet.

### **3. Discussion items**

- **Collision**  
Currently the position of any tile is in the lower left corner, we need to fix this in some way (adding height and width, or using some kind of box-logic(box2D)).  
Making it not slow is of most importance right now! (might work if implementing box).
- **Camera**  
The world needs to have a size, as the player should be able to move only within this area. Also the camera should follow the player unless nearing the sides. Works sometimes?
- **Github**  
Everyone needs to rebase their branches often, as to ensure less conflicts and branches that closes completely. Currently the master is not completely up to date.

### **4. Outcomes and assignments**

*Everyone:* Finish the class-model as well as continue the SDD. Push the latest code that works to master

*Andrea:* Fix the camera, so that it follows in the proper way. Start with interact with human and mascot.

*Lisa:* Animation of the player when moving.

*Rebecca:* Continue on the progress bar, as well as how the progress works.

*Maija:* Continued work on collision and looking into box-logic. Adding collision to change world.

### **5. Wrap up**

Next meeting will be on the 9th of may, at lunch.