

Meeting Agenda

Date: 2015-05-16

Facilitator: Fredrik Bengtsson

Participants: Fredrik Bengtsson, Jesper Olsson, Anton Strandman

Objectives:

§1 Talk about tests

§2 Decide if we want one (1) listener for all collisions

§3 Decide if the game should have one or more profiles

§4 Decide what to do until next meeting

Reports:

- Creating scene
- Loop through all nodes in scenes and use factory
 - nodes in scene with proper userData can now be created
- Make NPCs spawn
 - npcs can now spawn via spawnpoints, tried with a minion with the goblin model
- Give the level an end condition
 - created subclass to checkpoint, FinalCheckpoint not implemented methods for changing state.

- Profile
 - Should have an instance of Progress
 - Should have an int for longestProgress (level)
 - Done, but with an instance of Level
 - Should have an int for lastVisitedLevel
 - Done, but with an instance of Level
 - Should have an int for lastVisitedCheckpoint
 - Done, but with an instance of Level
 - Should have a update-method
 - Done
 - Should have an instance of keybindings
 - Encountered problems, enums are static. See discussion.
 - String for name
 - Done
- Menus
 - Settings option
 - Dynamic keybinding
 - Keybinds are now displayed and updated depending on the KeyBindings class, but they are not yet dynamic as it they are not changeable from the menu,
 - (Profile selection)

- Not started
 - Level selection
 - List of levels (So far: testScene, level 1)
 - Done. A LevelManager contains a list of all levels and is setups as a singleton created at launch. The Level manager will create and provide the Level objects.
 - It is now possible to select level and launch selected level from the main menu.
 - Better background
 - Done
- HUD
 - Display health (Health bar upper left corner)
 - WIP. The image is displayed and the reasearch is mostly done as to how to get this to work, although the image itself is currently not displayed correctly.
- NPCs
 - AI
 - Load model files (convert .blend in non-Maven project. In textures)
 - Not done yet
- Camera
 - Change its position so that it looks at the player straight from the side, slightly above the player.

- Keybindings
 - Create a (undynamic) binding for opening menu in game
 - Not done yet
- Test
- Spawnpoints
 - test for model finished
- Checkpoints
 - test for model finished, started with test for collisionObjectControl.
- AI
- Extend collision code
 - Discuss on next meeting
- Refactor GameAppState (jME3.view.state)
 - What level to create should not be hard coded
 - Postpone to next meeting
- Refactor level
 - Should not have an instance of player
 - Postpone to next meeting

Discussion items:

From the paragraphs above:

1 There is a problem with what to test and how to test. Can't reach package protected classes. We will need a lot of tests ⇔ a lot of time

2 Decided to use a general listener for all collisions, should also ask for model and check which superclass so as to not depend on concrete classes.

3 We will allow multiple profiles. This means KeyBindings will have to be modified.

4

- Tests
 - collisions
- general collisionListener
- Make keybinds Serializable
 - Refactor key binds to not contain jME3 code (remove trigger)
 - Move trigger to inputManagerWrapper
 - Modify settings to not use trigger.
 - Provide a list of keybinds
- Make player take dmg from hostiles.
- Finalize health bar with flowers.
- Profile selection
- Give NPCs blender models
- KeyBinding for opening in-game menu
- Respawn player
- Write SDD
- box
- Progress should only use primitive types

Other:

Anton has added comments to all his classes.

Outcomes and assignments:

Decide scope in next meeting.

- Tests - Fredrik
 - collisions
- general collisionListener - Fredrik

- Make keybinds Serializable - Jesper
 - Refactor key binds to not contain jME3 code (remove trigger)
 - Move trigger to inputManagerWrapper
 - Modify settings to not use trigger.
 - Provide a list of keybinds
- Make player take dmg from hostiles. - Fredrik
 - basically just add a collideMethod and set players to collide with npcs.
- Finalize health bar with flowers. - Anton
 - Move health bar update from player to GameAppState
 - Move hud changes from main menu to gameappstate
- Profile selection - Anton
- Give NPCs blender models - Jesper
 - convert Blender files to jme objects. Add to resources. Give model name to NPC.
- KeyBinding for opening in-game menu - Jesper
- Respawn player - Fredrik
 - on die warp to progress.getLastCheckpoint()
 - setHelth(maxHealth);
- Write SDD - Anton (in case of excess time)
- box - Fredrik
 - box with a texture and physics, pushable x, spawn from spawnpoint.
- Progress should only use primitive types - Jesper

Wrap up:

Next meeting: 2015-05-18 (09:00)