

# Meeting Agenda

**Date:** 2015-05-04

**Facilitator:** Jesper Olsson

**Participants:** Fredrik Bengtsson, Jesper Olsson, Anton Strandman, Ulrika Uddeborg

## Objectives:

§1 Clarify what to ask Joachim

§2 Discuss what to do until next meeting

## Reports:

- Keybindings
  - Done, just need a class that allows the user to set custom keybindings to make it dynamic.
- Camera
  - The camera now follows the player character.
- Checkpoints
  - Fredrik created classes CheckpointControl and SpawnpointControl, controls will listen to collisions with itself and a particular type of object. Attach control to a parentNode and adds a GhostControl to a specified spatial with a specified size. Unable to test because of missing functionality in other parts of the project but works in a different project.
- Menu

- Basic proof of concept created. Bug identified when switching states that needs to be resolved.
- SpawnPoints
  - See checkpoints
- EventHandler
  - Not necessary at the moment.
- Javadoc
  - Not started. Postpone.
- Other use cases
  - Not started. Postpone.
- Update RAD
  - Not started. Postpone.

### **Discussion items:**

From the paragraphs above:

1 What did you mean with “in a game: the logic should be in the model”? What should we do with our scenes?

2

- Speak with Joachim
- Refactoring of the code, severity depends on meeting with Joachim
- Write first draft SDD

Other

- Report
- Game HUD
- Other courses
- SDD

**Outcomes and assignments:**

- Checkpoints and spawnpoints - Fredrik
  - Will add checkpoints and spawnpoints in model after meeting with Joachim
- Write first draft of SDD - Anton
- Continue to write on the report
  - Decide what to write about under theory - all
  - Write a text body under each part of theory - Jesper & Fredrik
- Refactor code - Anton & Ulrika
- Add new use case - Ulrika
  - Change keybindings

**Wrap up:**

Next meeting: 2015-05-07