Meeting Agenda

Date: 2015-05-18

Facilitator: Fredrik Bengtsson

Participants: Fredrik Bengtsson, Jesper Olsson, Anton Strandman

Objectives:

§1 Decide scope.

§2 Decide what to do until next meeting

Reports:
- Tests
    - collisions
        - Finished tests for collisionObjectListener
- general collisionListener
    - Finished, really wasn't anything to do
- Make keybinds Serializable
    - Available actions are now located in the jME3-free class Actions.
    - jME3-code used to manage key bindings is left in class KeyBindgins.
- Make player take dmg from hostiles
    - basically just add a collideMethod and set players to collide with npcs.
        - finished, player can now collide with NPCs
- Finalize health bar with flowers.
    - Done

- - - Move health bar update from player to GameAppState

        - GameAppState should not handle the health, instead this is handled by a new controller, set to the player node.

      - Move hud changes from main menu to gameappstate

        - See above.

- Profile selection

  - Not yet implemented.

- Give NPCs blender models

  - Not done. jMonkey could not convert the given blender-files.

- KeyBinding for opening in-game menu

  - Action and key binding exists, only needs a menu to call.

- Respawn player

  - on die warp to progress.getLastCheckpoint()

  - setHelth(maxHealth);

    - finished but isn't very good, should involve the model.

    - there is a bug involving number of checkpoint.

- Write SDD

  - Not done.

- box

  - box with a texture and physics, pushable x, spawn from spawnpoint.

    - not finished, tests were slightly more annoying than anticipated.

- Progress should only use primitive types

  - Done.

Other:

- Dynamic keybinds in menu.

  - Anton has made it possible to change and save keybinds (almost done) from the settings menu.

Discussion items:

From the paragraphs above:

1 Scope

- Models
    - Dragon and ogre
- No instakills
    - FirstCollisions
- Profilechange
- Box
- End level
    - Select new levels
- Save/load data (profile)
- No more flying
- AI
- make things look pretty
    - background
    - animations
    - sounds
    - lights/shades/particleEffects/

Other:

- KeyBindings
    - Move to InputManagerWrapper
        - Make inner class
    - Change order of mapping to <InputDevice, Integer>
- Handling player death
    - Change public void die() in IKillable to public boolean isDead()
    - Create inteface IRespawnable
- Where to listen for opening in-game menu

- ○ GameAppState
- ○ unpause
- add Use Cases
  - ○ profile change
  - ○ keybind change
  - ○ trigger events that do things.
- change use cases
  - ○ fight
- cleanup
  - ○ names
  - ○ comments
  - ○ imports

Outcomes and assignments:

- Models - Anton
  - ○ Dragon and ogre
- No instakills - Fredrik
  - ○ FirstCollisions
- Profilechange - Anton
- Box - Fredrik
- Save/load data (profile) - Anton
- No more flying - Jesper
  - ○ Modify in character factory
- Death/respawn - Fredrik
- Cleanup - Jesper
  - ○ Write Javadoc
- Relocate KeyBindings - Jesper
  - ○ Make inner class in InputManagerWrapper
- make things look pretty
  - ○ Postpone

- RAD
  - Postpone
- Pause/unpause
  - Postpone
- AI
  - Postpone
- End level
  - Postpone

Wrap up:

Next meeting: 2015-05-19 (11:00)