Meeting Agenda

Date: 2015-05-13

Facilitator: Jesper Olsson

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

Objectives:

§1 Decide what to do until next meeting

Reports:
- AI
    - Continued implementing the move part of the AI. Have been completed and merged into master.
- Look over all classes implemented interfaces
    - The UML now looks really good.
    - Factories are refactored, but needs to be revisited when they have more implementation.
- SDD
    - Written a page about classes
- Finalize spawn- and checkpoint
    - comments, bugfixes, checks for isActivated on collision, CollisionObjectFactory, ans spawncontrol.
- Scene composer

○ An initial draft has been created of "Level1" with a mountainous terrain, dusk lightning and a Player node.

Discussion items:

From the paragraphs above:

1

- Place NPCs on the map
    - Method to loop the nodes of the scene
- Set the camera correctly
- Progress (in class Profile)
- Settings menu in main menu
- Make a keybinding for opening menu in game
- HUD
- Load resources for graphical representation for the NPCs
- Refactor where scenes are loaded
- Add to main menu a level selection
- Extend collision code
- Level should not have an aggregation of player
- Give level an end condition
- Tests

Outcomes and assignments:

- Creating scene - Fredrik
    - Loop through all nodes in scenes and use factory
        - Make NPCs spawn
    - Give the level an end condition
        - subclass to checkpoint FinalCheckpoint?
- Profile - Jesper
    - Should have an instance of Progress (not created)

- - - Should have an int for longestProgress (level)
    - Should have an int for lastVisitedLevel
    - Should have an int for lastVisitedCheckpoint
    - Should have a update-method
  - Should have an instance of keybindings
  - String for name
- Menus - Anton
  - Settings option
    - Dynamic keybinding
    - (Profile selection)
  - Level selection
    - List of levels (So far: testScene, level 1)
  - Better background
- HUD - Anton
  - Display health (Health bar upper left corner)
- NPCs
  - AI - Ulrika
  - Load model files (convert .blend in non-Maven project. In textures) - Jesper
    - Minion will use Ogre (temp)
    - Boss will be dragon
- Camera - Ulrika
  - Change its position so that it looks at the player straight from the side, slightly above the player.
- Keybindings - Jesper
  - Create a (undynamic) binding for opening menu in game
- Test

- ○ Spawnpoints - Fredrik

- ○ Checkpoints - Fredrik

- ○ AI - Ulrika

- 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

Wrap up:

Next meeting: 2015-05-16