

Meeting Agenda

Date: 2015-05-11

Facilitator: Jesper Olsson

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

Objectives:

§1 Discuss planning

§2 Define scope

§3 Decide what to do until next meeting

Reports:

- Continue with SDD
 - Has continued, still unfinished
- Refactor code
 - Code refactored.
- Checkpoints
 - Checkpoint and spawnpoint both subclass an AbstractCollisionObject which subclass AbstractGameObject
- Spawnpoint
 - Remove level from spawnpoint, spawnpoint should do the spawning
 - ICollidable -> rename method collide
 - AbstractGameObject superclass to abstractCharacter and abstractInanimateObject
 - ICollidable extend INode -> Move width/height to INode.
 - spawn object that is spawnable
- Create nodetypes in testScene
 - might have slightly forgot i had more to do.
- NPC

- Added fields and interfaces for behaviour

Discussion items:

From the paragraphs above:

1.

- No functionality will be added after friday week 21 (22/5).
- No commits will be done after 23:59 31/5 (sunday week 22).
- Do debugging and similar after 22/5.
- Simultaneously: the communication course

Week	Goal	Monday	Tuesday	Wednesday	Tuesday	Friday
20						
21	Functionality stop Sunday 23:59					
22	Prepare presentation, report and debug					Report hand-in 13:00
23	Presentation					

2.

- A level with
 - Varying height/platforms
 - Obstacles
 - NPCs
 - Spawnpoints
 - Checkpoints
- NPC that act
- A menu
 - Settings

- Dynamic key bindings
- Checkpoints
 - Saved progress
- Level completion
- Player character
 - Texture
 - Animations
- GUI
 - HUD

3. Start working with functionality as defined by 2.

Outcomes and assignments:

- Make NPC - Jesper
 - Create an NPC which has everything to do with the NPC (see Player)
 - Add to the factory, as with Player
 - Give the NPC a texture and graphic model (use Sinbad as placeholder)
- Make NPCs spawn - Fredrik
- Continue with SDD - Anton
- Start working on AI algorithm - Ulrika
- checkpoints and spawnpoint fixes and physicswrapper - Fredrik
- Refactor playerMoveControl - Jesper
 - Add a Direction enum
 - Move the player in Control Update
- Create NPCMoveControl - Jesper
 - Similar to playerMoveControl, but uses AI instead of key input

Wrap up:

Next meeting: 2015-05-12