

Meeting Agenda

Date: 2015-04-23

Facilitator: Anton Strandman

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

Objectives:

§1 Review the current completed implementations.

§2 Decide what to do until next meeting

Reports:

- Create demo - All
 - Implement methods - All
 - Move
 - Completed through close collaboration between all group members. Initial issues were resolved with the discovery of the JMonkey physics engine
 - Jump
 - Completed through close collaboration between all group members. Initial issues were resolved with the discovery of the JMonkey physics engine
 - Create level
 - Create scene - Jesper
 - Had Maven set-back with loading resources. Issues were the result of different project structure compared to default JMonkey project structure. Resolved by adding custom packages that fit to the default file path. A test scene has been created, for development use.
 - Import model of player - Anton

- A new model has been created in Blender which is larger but is lacking animations. Had Maven set-back with loading resources which were resolved by changing the assetLoader file path.
- Explore scene composer - Jesper
 - Not done due to lack of time, and difficulties with using SceneComposer in our Maven project.
- Finish the last few tutorials - Ulrika
 - Has continued; not finished. The computer has returned.
- Create method heads - All
 - Some were implemented, work will continue.

Discussion items:

From the paragraphs above:

1

AppStates

Move asset loading into AppStates

Refactor appState package. (not to be part of view)

Move level creation into GameAppState.

Keybindings

Make a new key manager Singleton class for universal access of listeners and keybinds -

Name tbd.

Change keyInput to use static reference KeyInput

Move key initialization to key manager class

Move PlayerMoveControl initialization from Test to key manager.

Level

Move player creation to Level class

Create camera manager singleton class.

Change camera to chase camera

Add camera through level to player character

Move terrain creation to level class

Move light to level class

Physics

Create physics space manager

Move physics setup to physics manager and respective classes.

Outcomes and assignments:

Setup Level - Ulrika

Setup appState - Anton

Setup physics manager - Fredrik

Setup keybind manager - Jesper

Wrap up:

Next meeting: monday 2015-04-27