

Meeting Agenda

Date: 14 04 02

Facilitator: Erik Pihl

Participants: Daniel Jansson, David MichaÅ«lsson,
Jacob Genander

1. Objectives (5 min)

Change everything so that we use render to update the game instead of each part controlling time by itself.

2. Reports (15 min)

No coding have been done but we are allowed to use render

to control the game so that some classes needs to be changed.

We have some images that we want to put in the game now for towers and enemies.

3. Discussion items (35 min)

Shall Map have a update method?

Yes it will move all monsters and let towers shoot.

Some of the code from EnemyView needs to be moved to AbstractEnemy to allow movement with the update method.

Replace with tiledMapLayer for Abstract enemy.

Fix wave.

Tower.shoot needs to be reworked to work with update

4. Outcomes and assignments (5 min)

Erik fixes tower.shoot

Jacob fixes map

David fixes enemy

Daniel make some small fixes.

5. Wrap up

Next meeting 14 04 08