2019-09-29 Group meeting

*Participants*: Johan, Eddy, Patrik, Carl

§1 Objectives

* Discuss the world generation

§2 Reports

* Johan has:
  + Added Trello tasks for what features he is currently working on
  + Will push in combat system in Dev when it is done

§3 Discussion items

* Should noise function be Singleton or do we need many instances of it?

The group discussed whether we need to have multiple instances of the Class Noise. This class is responsible for returning a grid of randomly selected values between 0 and 1. We can check the value of a coordinate from noise and then depending on where in the range the value is render in a different Tile Object in our worldGrid.

There were some discussions how this rendering would be done. The group could decide to render in layers, where every tiletype is rendered separately by a different instance of Noise. Or the group could decide to render everything at the same time in one instance of Noise. Both ways have some pros and cons. Rendering in layers would be more impractical, slower but more extensible and predictable. Rendering in one instance on the other hand is more unpredictable and less extensible. If we chose to render in one instance we could run into the issues with borders between different types of Tiles and impassable walls around the Player which need to be handled manually.

-        Should we merge in world with Dev?

The coordinate system functioning properly is deemed important to the rest of project. The group decided to merge in world in Dev so that everyone can access the functionality

§4 Outcomes and assignments

* Patrik was assigned:
  + Fix so that Player is always center of screen
* Carl was assigned:
  + Help Johan with the combat system.
* Eddy was assigned:
  + Create a more general move function that just takes a Direction

The group were supposed to also continue working on their parts of the code and RAD.

§5 End of meeting

Meeting ended 16:47