

Meeting Agenda

Location: 6205

Date: 2012-03-26

Time: 16:00

Facilitator: Jakob Svensson

Participants: Jakob Svensson, Björn Persson Mattsson, Filip Brynfors, Markus Ekström

1. Objectives

- Check how people's work is progressing.

2. Reports

- Björn has implemented an entity manager, and also the beginning of a node system.
- Markus has implemented the rendering and control of a single unit.
- Jakob has implemented the terrain and begun work on the FetchResource user case.
- Filip has worked with structures which turned into implementing abilities.

3. Discussion items

- Abilities.
- Entities.
- Nodes.

4. Outcomes and assignments

Outcome:

- We decided that we will have a single entity class that is defined by different names and abilities. These will be created through an entity factory.
- All entity actions will consist of different abilities.
- We decided to use nodes instead of tiles. We discussed how to decide if a node was occupied (by an entity) or not. More research on how to implement pathfinding/node occupation will be done.

Assignments (to be done before the next meeting):

- Björn will continue working with the node system.
- Markus will work with implementing the entity factory and continue with the entity manager.
- Jakob will implement the texture manager.
- Filip will continue working with the abilities.

5. Wrap up

On the next meeting we will:

- Check how people's work is progressing.
- Hand out new assignments.