

# Meeting Agenda

**Location:** HC

**Date:** 2012-05-14

**Time:** 15:30

**Facilitator:** Markus Ekström

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

## 1. Objectives

- Control that everything works as it should.
- Clean the code.

## 2. Reports

- Björn has started integrating better graphics, and made A\* work in a different thread to prevent the game from freezing.
- Filip has made it possible to select difficulty in the GUI and also made it possible to restart the game after a loss.
- Jakob has made it possible to build Headquarters and also made a ranged unit and some code cleaning.
- Markus has implemented difficulties in the model and started with the ToDo's.

## 3. Discussion items

- Archers in an alien scenario?..
- Target checking for abilities.
- JMonkeyEngine debug text.
- Select spatial.
- Wall image.
- Various bugs.
- Separate microAI for workers to prevent them from attacking enemies automatically.
- Sprite animations?

## 4. Outcomes and assignments

### Outcome:

- Change name from Archer to Ranged or something.
- Move the default ability action code from InputController to AbilityManager.
- Make it possible to easily toggle the JME debug text.
- Make the select spatial prettier.

- Fix some wall image.
- Need some way to show progress when using abilities. Will be done in the GUI.
- Make it possible to lose enemies when trying to flee from them.
- Worker micro AI will no longer automatically attack enemies.
- Animations will be done if we have time.

**Assignments (to be done before the next meeting):**

- Björn will fix the select spatial and wall image. He will also check if it's possible to add sprite animations if there's time.
- Filip will make the GUI popup to disappear when it should.
- Jakob will fix the JME debug text, and fix the progress bar for all time consuming abilities.
- Markus will make it possible to flee from a hunting enemy, and keep the workers from automatically attacking enemies. He will also tune the AI.

## **5. Wrap up**

**On the next meeting we will:**

- Wrap up the project.
- Discuss the presentation.