

# Meeting

## Date

Monday, 2018-04-09

## Chair

Pontus Stjernström

## Participants

~~Johan Berndtsson~~

Johanna Torbjörnsson

Pontus Stjernström

Kamil Miller

## §1 Objectives

- Collisions
- Refactoring or rewriting

## §2 Reports

- Kamil
  - Sound is now based on distance to object from player
  - Looked up some collision algorithms
  - Fixed collision to the right direction
  - Improved knockback
- Pontus
  - Nothing
- Johan
  - Level selection improvement
  - Left the group
- Johanna
  - Started with rainbow traces

## §3 Discussion items

### **The collisions**

How should we implement the collision? Move origin to actual center of objects rather than bottom left corner? The problem is that it collides at multiple locations at once and reacts to irrelevant collisions. *Solution:* Start by looking at some tutorials, for example Unity tutorials.

### **Refactor or rewrite?**

It is more educational to iteratively refactor the current code of the prototype, since we can learn more version control (Git) and to maintain and improve existing code.

## §4 Outcomes and assignments

- Everyone
  - Continue with design model
  - Prototype timer function
- Johanna
  - Prototype/research rainbow trail
  - Help Pontus with the foodboxes
- Pontus
  - Continue level select screen (prettify)
  - Implement foodboxes
- Kamil
  - Collision.
  - refine sound distance mechanic.
  - Implement some kind of life mechanic.
  - Take damage from enemy collisions.

## §5 Wrap up

Next meeting

2018-04-12T13:00