

Meeting

Date

Tuesday, 2018-05-15

Chair

Pontus Stjernström

Participants

Johanna Torbjörnsson

Pontus Stjernström

Kamil Miller

§1 Objectives

- What use cases left?
- Highscores
- State for pickups
- User feedback

§2 Reports

- **Kamil**
 - Nothing (busy with bachelor thesis)
- **Johanna**
 - Nothing (busy with bachelor thesis)
- **Pontus**
 - Implemented highscores
 - Added sequence diagram in RAD

§3 Discussion items

What use cases left?

- Settings
- (Edit level)

Settings should probably be somewhat prioritized right now and then we can polish the game as it is now. When the game is more or less complete, we can start looking at a graphical level editor.

Highscores

- How many highscores should show in the level selector?
 - 5
- When does the player get a new highscore?

- Separate logic into two:
 - Top 5 highscores
 - A new highscore

State for pickups

Initially keep flag version of pickups to properly render the effects of each pickup. Ask Mr. Hacht about how we can possibly solve this.

User feedback

About 10 people have tried the game spontaneously. These were their main thoughts:

- Jumping should be dynamic, i.e. can be cancelled
- The knockback paralyzes for too long

§4 Outcomes and assignments

- Kamil
 - Delete unused imports
 - Prototype jumping
 - Continue level
 - Play around with pickup effects
- Johanna
 - Add different looks of player when taking pickups
 - Add comments in code
- Pontus
 - Finish highscores
 - Level selection view

§5 Wrap up

Next meeting

2018-05-17T14:00 GMT+2