

Meeting Agenda

Date

Friday, 2018-03-29

Chair

Johan Berndtsson

Participants

Johan Berndtsson

Johanna Torbjörnsson

Pontus Stjernström

Kamil Miller

§1 Objectives

- Maybe spiders can pick up powerups?
- Discuss the domain model
- Should lunch boxes belong to both Level and Alesk?
- Obstacles - blocks or not? How do we do it?
- Highscores, put the highscore on the select level screen in a minimal format (showing top 3 for example).
- Select Level: enable marking several levels which builds up a sequence that the user plays through, kind of like a marathon/ build your own campaign kind of thing.
- Discuss having the level in a grid or in coordinates (x, y)

§2 Reports

Johan & Kamil:

- Added several use cases

Johanna & Pontus:

- Prototyped animation and background repeating / animation
- The diagram of the domain model

Kamil

- Learned libGDX a bit (collisions, physics)

Johan

- Learned about file loading in libGDX

§3 Discussion items

- Spiders picking up powerups
 - Rejected
- Discuss the domain model
 - Changed some names and values, but otherwise good work Pontus & Johanna
- Should lunch boxes belong to both Level and Player Character?
 - Belong to level
- Obstacles - blocks or not? How do we do it?
 - Block
- Highscores, put the highscore on the select level screen in a minimal format (showing top 3 for example).
 - We put the highscore in the select level screen
- Select Level: enable marking several levels which builds up a sequence that the user plays through, kind of like a marathon/ build your own campaign kind of thing.
 - Good idea, will be implemented hopefully
 - Play all levels button
- Discuss having the level in a grid or in coordinates (x, y)
 - Discussed later, after testing in prototypes

§4 Outcomes and assignments

Assignments:

Prototyping:

- Johan
 - Prototype level selector screen
 - High score
 - Read all available levels from file
 - Preview level
 - 1 pixel = 3x3 pixels
 - Draw prototype picture for the RAD
- Pontus
 - Prototype level format (together with the Johan)
 - Draw picture of game screen
- Johanna
 - Insert spider
 - Vertical movement of background
 - Draw picture of main menu, settings menu
- Kamil
 - Prototype collision detection
 - Insert enemies
 - stagger animation when hurt
 - Sounds

§5 Wrap up

Next meeting

Torsdag 2018-04-05 kl 13