

# Meeting

## Date

Thursday, 2018-04-26

## Chair

Johanna Torbjörnsson

## Participants

Johanna Torbjörnsson

Pontus Stjernström

Kamil Miller

## §1 Objectives

- Stuff from Hacht meeting
- What to do next

## §2 Reports

No one had the time to do anything since last meeting.

## §3 Discussion items

### **Stuff from Hacht meeting**

- We will make pickups polymorphic
- Consider to make character states into classes. We will not do this right now.
- Consider to create middle layer between model and view to map model classes to sprites. We will not do this right now.
- Move util package to johannas soldater and move parser to util package. Move stuff into level package.

### **What to do next**

- Make game fun to play
  - Make modals for game complete and game lost
  - Make a nice level
  - Die when going below certain y-value

## §4 Outcomes and assignments

- Johanna
  - Outlining of life horn
  - Lava and spike blocks
- Pontus

- Implement platform mechanism
  - Implement modal menu in game
- Kamil
  - Start looking at collision with HangingEnemy
  - New level
  - Polymorphism of pickups

## §5 Wrap up

Next meeting

2018-05-01T14:00