Meeting

Participants

Johanna Torbjörnsson
Pontus Stjernström
Kamil Miller

§1 Objectives

- Dumbell effect
- Jumping
- Pickup feedback / Damage feedback

§2 Reports

- **Kamil**
  - Started writing level 2.
- **Johanna**
  - Nothing (busy with bachelor thesis)
- **Pontus**
  - Refactored a sound controller
  - Fixed a few sound bugs

§3 Discussion items

Dumbell effect
- Make enemies get knocked back rather than player
- Lava and spike blocks acts as grass blocks under the effect
- Hanging enemies not affected
- Cannot take damage
- Can still fall to death

Jump
- Base on how long you press the jump button
- Slightly decrease the height of jumps

Pickup feedback

When taking a pickup och damage, there should be more indication of the item actually being picked up. Feedback can be:
- Changed look of player when taking pickup
- Player blinks when taking damage

§4 Outcomes and assignments

- Kamil
    - Delete unused imports
    - Prototype jumping
    - Continue level

- Johanna
    - Continue with graphics for quick menus
    - Start looking at high score
    - Add different looks of player when taking pickups
    - Add comments in code

- Pontus
    - Level selection view
    - Seqeuence Diagrams in RAD

§5 Wrap up

Next meeting

2018-05-15T15:15 GMT+2