Meeting

§1 Objectives

- Enemy collision
- Parsing of platforms and blocks
- Rendering GUI stuff in game

§2 Reports

- Everyone
  - Pushed RAD to git
- Kamil
  - Implemented platoforms
  - Refactored model
  - Read about the SDD
  - Bug fixing
- Johanna
  - New cool menu graphics
  - New cool foodbox graphics
  - New cool energy drink graphics
  - Bug fixing
- Pontus
  - Implemented menu structure
  - Bug fixing
  - Merging

§3 Discussion items

Enemy collision
Decrement the life of the player when a collision event is fired with an enemy. Show this with a nice graphical horn.

Parsing of platforms and blocks
It should no longer be possible to create a map with blocks. Only platforms are allowed in the JSON files. However, only the blocks of a platform is rendered.

Rendering GUI stuff in game
To render GUI stuff in game, such as the score, the time and health, it should be rendered from another class, preferably called *GameUIRenderer*. The current renderer should be renamed to *GameRenderer.*

§4 Outcomes and assignments

- Everyone
  - Sequence diagram
- Pontus
  - ~~Push the pics to RAD~~
  - ~~Refactor the buttons~~
  - ~~Set all screens in the same reference~~
  - ~~Create adapter for empty methods for all Menu Renderers~~
  - ~~Timer in level (and in GUI)~~
  - Read about SDD
- Johanna
  - Continue with life
  - Score / number of lunchboxes
  - Jump & Move in model
  - Read about SDD
- Kamil
  - Death implementation (graphical menu and mechanics)
  - Refactor libgdx code out of model
  - Implement bounding boxes & Intersection method.

§5 Wrap up

Next meeting

2018-04-24T14:00