

Meeting

Date

Tuesday, 2018-05-08

Chair

Pontus Stjernström

Participants

Johanna Torbjörnsson

Pontus Stjernström

Kamil Miller

§1 Objectives

- Quick menu
- Collision
- Unit test the sound distance
- Highscore

§2 Reports

- **Kamil**
 - Solved the collision bugs
 - Optimized the collision code a bit
 - restructured Jump to avoid collision bugs
 - Added two new interfaces LevelPickup, PlayerPickup for keeping track of the different types.
 - Remade some of the pickup collision to keep track of the two new interfaces.
- **Johanna**
 - Nothing (busy with bachelor thesis)
- **Pontus**
 - Nothing ↑↑

§3 Discussion items

Quick menu

Quick menu now works as intended, although it should prompt the user to submit their name for highscore. It should also display the time for finishing if all lunchboxes are picked up.

Collision

Collision code could be PROBABLY optimized further if we instead keep track and act upon a mid point of the characters. This would in turn make flipping directions a bit more intuitive as regardless of left/right direction our x is the same.

Unit test for sound

We need to unit test the sound distance code since it does not appear to be working at all.

High score

We should start looking at how we should implement high scores and how to save them and prompt for them in the quick menu.

§4 Outcomes and assignments

- Kamil
 - Look at sound distance

- Johanna
 - Continue with graphics for quick menus
 - Start looking at high score

- Pontus
 - Refactor sound to controller
 - Start looking at level editor options

§5 Wrap up

Next meeting

2018-05-10T11:00 GMT+2