

Meeting

Date

Thursday, 2018-04-12

Chair

Pontus Stjernström

Participants

Johanna Torbjörnsson

Pontus Stjernström

Kamil Miller

§1 Objectives

- Collisions
- Rainbow trails
- Interfaces
- Refactoring
- System design

§2 Reports

- Kamil
 - Pickups
 - Collision
 - Effects
 - Exit with escape button!
 - Implement design model
- Pontus
 - Implemented design model
- Johanna
 - Started with rainbow traces

§3 Discussion items

Collisions

The current collision detection does not work for multidimensional collision detection against multiple blocks. Therefore we need to investigate other methods, among the LibGDX bounding boxes.

Rainbow trails

Investigate if it is possible to render pretty rainbows without using the velocity from the player character. This is because of the design principle that a Drawable does not need to provide its velocity.

Interfaces

We need to look up how to do graphical interfaces for both the game view and the menus.

System design

The next document is the *System design* document. Find out what this means and start working.

§4 Outcomes and assignments

- Everyone
 - Continue with design model
- Johanna
 - Prototype/research rainbow trail
 - Help Pontus with the foodboxes
- Pontus
 - Continue level select screen (prettify)
 - Implement foodboxes
- Kamil
 - Collision.
 - refine sound distance mechanic.
 - Implement some kind of life mechanic.
 - Take damage from enemy collisions.

§5 Wrap up

Next meeting

2018-04-17T10:00