

Meeting Agenda

Date

Thursday, 2018-05-15

Chair

Kamil Miller

Participants

Johanna Torbjörnsson

Pontus Stjernström

Kamil Miller

§1 Objectives

- Pickups (functionality)
- Player pickup state (graphical)
- Playercontroller/Movement
- Abstract class for things like X,Y that are used everywhere

§2 Reports

- **Kamil**
 - Refined movement.
- **Johanna**
 - Pickups and player state
- **Pontus**
 - Highscore

§3 Discussion items

Pickups (functionality)

- We will move the player and level as a reference in the pickup class, instead of having it as an argument to the Dolt function. Abstract so that we do not have access to the entire level/player. In order to erase circular dependencies. Also make it so that only one pickup can be active at a time.

Player pickup state (graphical)

- Only render one pickup effect at a time. Accessible from DrawablePlayer interface.

PlayerController / Movement

- Need to test event based input or some kind of jump timer to limit jump height.

Abstract class for things like X,Y

- Lets do it! Move code from other classes, test around to see what is possible to extract.

§4 Outcomes and assignments

- Everyone
 - Start filling in the SDD
 - Add comments in code
- Kamil
 - Pickup effects & Movement.
- Johanna
 - Continue with pickup states
 - Refactor code (abstract class etc.)
 - Add comments in code
- Pontus
 - Highscores

§5 Wrap up

Next meeting

2018-05-22T14:00 GMT+2