

Meeting

Date

Thursday, 2018-04-05

Chair

Johan Berndtsson

Participants

Johan Berndtsson

Johanna Torbjörnsson

Pontus Stjernström

Kamil Miller

§1 Objectives

- Should picking up an item be displayed in the UI?
- Discuss grid/coordinates for the level structure

§2 Reports

- Johanna
 - Main menu, settings menu mockup prototype
 - Enemies
 - Walking spider sprite
 - Hanging spider sprite
 - Some basic AI/behaviour
 - Jump animation for main character sprite
 - Work on background
- Johan
 - Level select mockup prototype
 - Level select screen
 - Display all existing levels
 - Refactored some code to not be hardcoded with levelname
- Kamil (Came ill - left healthy)
 - Debugged collision
 - Player-enemy collision
 - Initial sound
- Pontus
 - Dynamic level loading
 - Basic level format (JSON)
 - Game screen mockup prototype

§3 Discussion items

- We have to do a design model
 - UML Class diagram
 - UML Sequence diagram
- Structure/refactor prototype code
 - Obey the design model
- Should picking up an item be displayed in the UI?
 - No, it should be displayed on the player character (graphically)
- Discuss grid/coordinates for the level structure
 - Coordinates

§4 Outcomes and assignments

- Everyone
 - Begin with design model
 - Branch out from there
- Johan
 - Continue level select screen (prettify)
- Johanna
 - Prototype/research rainbow trail
- Kamil & Pontus
 - Implement foodboxes

§5 Wrap up

Next meeting

2018-04-09