Meeting

Date

Tuesday, 2018-05-01

Chair

Pontus Stjernström

Participants

Johanna Torbjörnsson
Pontus Stjernström
Kamil Miller

§1 Objectives

- Level design
- Quick menu

§2 Reports

- **Kamil**
    - Quick fix making pickups polymorphic.
    - Added AABB (Axis-Aligned Bounding Box).
    - Platform implementation
    - Designed a level (on paper) started implementing it.
      *Its not easy :(
- **Johanna**
    - Spike and lava platforms
        - Graphics
        - Collision
        - Damage
- **Pontus**
    - Quick menu (modal menu)
        - Functionality and classes
    - Platforms implementation

§3 Discussion items

Level design
As soon as the game is a slightly bit more playable, focus should be put on a level editor.
Since the format is simple, only the GUI would be complex to implement. It is really hard and

cumbersome to perform level design without an editor. Currently, levels are scripted in JavaScript for development but this is in no way sustainable.

Quick menu

The quick menu is available only from the game and not from other menus. There should be 3 different kinds of quick menus:

1. Paused game menu with options
   a. Resume
   b. Replay
   c. Exit
2. "You Died" menu with options
   a. Replay
   b. Exit
3. "You Won" menu with options
   a. Next level
   b. Replay
   c. Exit

§4 Outcomes and assignments

- Kamil
  - Continue with level design and implementation
  - Investigate possible level editors
- Johanna
  - Start looking at quick menu graphics
  - Start looking at high score
- Pontus
  - Complete quick menu
  - Start looking at high score

§5 Wrap up

Next meeting

2018-05-03T14:00 GMT+2