Meeting

§1 Objectives

- Death by falling
- The horn outlining
- Blocks

§2 Reports

- Everyone
  - Sequence diagram
- Kamil
  - Bounding boxes
  - Refactoring
  - Collision with bounding boxes
  - Moved Move and Jump in uses cases to extend StartLevel.
- Johanna
  - Life
  - Score / number of lunchboxes
  - Read about SDD
  - Refactoring
  - Sprites for pickups and life
- Pontus
  - Level timer
  - Refactoring of buttons
  - Adapter class in menus
  - Read about SDD
  - Pushed pics to RAD
  - Set all screens in menu to same reference

§3 Discussion items

Death by falling
The player character dies below a certain y coordinate. When close to dying, the camera freezes in y and the character falls out of the screen.
The horn outlining
A small outline for the life horn is needed to see how much life has been lost.
Blocks
How should the blocks look? Dirt grass on top? Bricks? Initially grass blocks with lower resolution. Also need to start working on spike and lava blocks.

§4 Outcomes and assignments

- Johanna
    - Outlining of life horn
    - Lava and spike blocks
- Pontus
    - Implement platform mechanism
    - Start looking at modal menu in game
- Kamil
    - Start looking at collision with HangingEnemy

§5 Wrap up

Next meeting

2018-04-26T14:00