Meeting

Date: 2015-04-30

Facilitator: Jonas Graul Sagdahl

Participants: Mattias Johansson, Bjarne Gelotte, Jonas Graul Sagdahl

Objectives

We have now implemented the Vector2 class where it should be in the model class. However, we realized we are not allowed to use the Vector2 class since it is part of the LibGDX library. We need to find a replacement for the Vector2 class or go back to using angles directly.

Reports

Bjarne has updated the RAD with a new domain model and made the methods for firing a weapon more logic.

Projectiles now use the Vector2 class for direction.

Mattias is still working on separating the in-game menu from the main menu and adding features like saves and high scores.

Discussion items

We need to decide what we are going to do about the Vector2 class.

Outcomes and assignments

We decided to bring up the problem with the Vector2 class with our mentor since it was he who suggested using LibGDX vector classes to calculate direction.

Bjarne: Will move the firing sound to the WeaponView class and make it work again.

Jonas: Rewrite the Player and Projectile classes so that they use something other than the Vector2 class if needed. Add a placeholder weapon. Make the movement smoother.

Mattias: Keep working on separating the in-game menu from the main menu and adding features like saves and high scores.

5. Wrap up

Next meeting will be held at 10:00 on Monday the 4th of May in study room M1222A