Meeting 2015-05-15

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Date: 2015-05-15

Facilitator: Jonas Graul Sagdahl

Participants: Mattias Johansson, Bjarne Gelotte, Jonas Graul Sagdahl

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1. Objectives

Today's agenda is to discuss how far we have come in the project, how much more we can implement and if there is something we need to prioritize away.

2. Reports from previous meeting

Bjarne: I have made so that the player is able to die. When you die you enter the game over screen. You can now also choose to start a new game from the main menu.

Mattias: Added a chest to the game (which adds a new weapon to the player character) and also fixed so that the player can change between carried weapons. Updated tests.

Jonas: Implemented a new way to add projectiles and other objects in the game to the view, using a hashMap where the model object is the key and view object is the value it is quite easy to add and remove objects to and from the view. Implemented ammunition which enemies can drop , also implemented collision between characters (which still needs some more work). Finally I cleaned up the PlayState class a bit by having all objects in the game (like characters and projectiles) in a single list. Started working on implementing power ups but it still needs some work.

3. Discussion items

What is most important to work with right now

A simple time plan for the time left

4. Outcomes and assignments

Outcomes:

Important parts of the project that needs to be fixed:

* Get a good structure of level management

* Make it impossible to see the edge of the map (maybe fix with water)

* Clean up the code (removing hard coded numbers and such)

* Be able to able to pause the model

* Fix nicer sprites

Until the next meeting (Tuesday), all these items should be fixed. At that meeting we will assign new tasks.

After Tuesday we shouldn't implement new things, we should focus on fixing and improving things that we have already implemented and writing the documentation.

Assignments:

Mattias: Fix so that when the player gets game over you can go back to the main menu.

Jonas: Finish implementing power ups, make the camera unable to go outside the map and create an eventbus class which will replace most of our observers and property change listeners.

Bjarne: Look into level management and try to get a good structure on that. Fix so that the model can be paused.

5. Wrap up

Our next meeting will be held on Tuesday 2015-05-19 in M1215D at 9:00.