

Meeting 2015-05-11

Date: 2015-05-11

Facilitator: Jonas Graul Sagdahl

Participants: Mattias Johansson, Bjarne Gelotte, Jonas Graul Sagdahl, Erik Cervin-Ellqvist

1. Objectives

Today's agenda is to discuss this week's objectives.

2. Reports from previous meeting

Bjarne: a simple GUI with ammo count and an image of the active weapon has been implemented (using scene2d).

Mattias: Been working with tests.

Jonas: Still working on tasks from last meeting (add GUI for player health, finding a better way to add projectiles to the view and making enemies drop ammo and power-up).

Erik: Projectile collision detection not complete, there has been a big overhaul of the structure of CollisionDetection, however the resolve methods are not fully functional yet. The projectiles will probably have to be moved from model to character in order to facilitate easier handling of them.

3. Discussion items

What has to be finished at the end of the week

Assignments

4. Outcomes and assignments

Outcomes:

One objective for this week is to implement a lootable chest. In the chest there should be a weapon that the player can equip and use. At the end of the week should at least have two different weapons. We also need to create more test classes.

Assignments:

Mattias: Will implement the Chest class and make it lootable. A new weapon will also be added which will be what the chest contains. Will also do a test class for Chest.

Erik: Tasks from previous meeting.

5. Wrap up

Our next meeting will be held at Friday 2015-05-15