

Meeting

Date: 2015-04-23

Facilitator: Bjarne Gelotte

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

1. Objectives

Today's agenda is to discuss the project structure and coordinate tasks.

2. Reports from previous meeting

All group members have experimented with the libGDX library and we now have a runnable game with some animations and sound effects. We have also found a map editor called Tiled we can use to create levels in the game.

3. Discussion items

We have discussed the project structure.

4. Outcomes and assignments

4.1. Outcomes

We have agreed on a project structure model to work after.

One refactoring we have to do is to separate the Player, Enemy, Weapon, and Projectile classes into one model and one view class for each of them. We have to do this in order to implement the MVC-pattern.

We have also made trello cards to coordinate tasks for each group member.

4.2. Assignments

Mattias Johansson:

* Check out Vector2/Vector3 class in LibGDX.

Erik Cervin-Ellqvist:

- * Rearrange classes and interfaces so that they reside in appropriate folders.

Jonas Graul Sagdahl:

- * Make View-classes for Character, Weapon etc. and separate them from the model classes.

Bjarne Gelotte:

- * Try to fix problem with InputHandler.

5. Wrap up

Next meeting Friday 24th april.