Meeting 2015-05-07

Date: 2015-05-07

Facilitator: Mattias Johansson

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

Objectives

Today's agenda is to discuss priorities in the project, what is most important at the moment.

Reports from previous meeting

Bjarne: new mock classes and interfaces has been created. Other classes constructors and methods are now more general, they now have more interfaces as parameters.

Mattias: Created a Weapon test and added a boss to the game. Made some structural changes to Weapon and Projectile and added another weapon (with a new associated projectile) to the game.

Jonas: Created a Player test. Fixed the issue where the player could not move and shoot at the same time. Added placeholder weapon. Optimized the game by creating classes which holds graphical and sound assets so that new objects in the view don't load in assets that already exists, instead the same asset is used several times. Found out why the movement seemed choppy, it's an issue with the camera constantly changing position, have not fixed it yet though.

Erik: Completed collision detection between characters and characters and environment.

Discussion items

* What's most important in the project right now
* What everyone should be working on and what has to be done until next meeting

Outcomes and assignments

Outcomes

The most important thing right now is to fix collision detection. This needs to be fixed in order to continue with game elements such as dying and killing enemies. We also have to continue to make test classes to match our use cases. Another important thing is to begin working with the GUI (ammo count, inventory, health bar, et.).

Assignments

Mattias: Add inventory to player and make the GUI for it.

Erik: Complete CollisionDetection: collision detection between projectiles and characters and projectiles and environment.

Bjarne: adding ammo count to the GUI. Continue to work on test classes.

Jonas: Find a better way to add enemies and projectiles in the view (right now they are removed and then added every time the view updates). Create a health-bar for the GUI. Added power-ups and ammo which can be dropped by enemies.

Wrap up

Our next meeting will be held at 10:00 in Övergången.