

Meeting

Date: 2015-05-04

Facilitator: Bjarne Gelotte

Participants: Mattias Johansson, Bjarne Gelotte, Jonas Graul Sagdahl

Objectives

Today's agenda is to discuss what is most important at this stage in the project, what our biggest focus should be, and what everybody should be working on this week.

Reports

Mattias has updated the menu system (separated the main menu from the in-game menu) and added highscore functions. Erik has continued to work with collision detection. Jonas has fixed the aim (projectiles now fire in the proper direction).

Discussion items

What our main objectives should be for this week and what we should focus on.

Outcomes and assignments

Outcomes

The most important thing now is to get all the game mechanics to work properly. The menu system is not complete but works well for the time being. We should make Player, Enemy and Projectiles collidable so that you can shoot and kill stuff.

There should be added things to the UI such as ammo and points counter. We should also focus on getting an entire map done and replace the temporary placeholders and then successively add animations.

We should also definitely start with testing this week.

Assignments

Bjarne Gelotte: Fix the firing sound so that it works again and fix so that enemies can shoot.

Upload the meeting protocol from the last meeting.

Jonas Graul Sagdahl: Keep working on making the movement smoother, add placeholder weapon, make it possible to move and shoot at the same time.

Mattias Johansson: Start looking for replacements for the placeholders (such as character textures) and will look into animations.

Erik Cervin-Ellqvist:

5. Wrap up

Our next meeting will be held at 10:30 on the 7th of May in Linsen.