Meeting Agenda

 Date: Tuesday, 2013-05-08

 Participants: Everybody

1. Objectives (5 min)
- Documentation: SDD/RAD
- Present level will be shown in status bar, eventually present score
- Make it possible to start a new level
- Refactor pause menu and start menu because they have many similarities.
- Fix movable creates and refactor Character to reuse code

2. Reports (15 min)
The status bar has been implemented so that it shows lives and a bar with time.
When the game ends (due to time running out, no more lives or all items delivered) the games i paused and a end of level screen appears showing the score.
The pause menu works, but the background image does not update.
All the minor bugs like jumping-while-walking are resolved and the spikes have collision detection.

3. Discussion items (35 min)
We'll have to decide on a final screen width and height. Full screen might not be the best option for us.

4. Outcomes and assignments (5 min)
Continue to work on the documentation: RAD/SDD
Change RAD/SDD: fullscreen no longer applies. We'll use a certain width and height instead.
Make an interface for the menus since the classes share the same methods etc. Very similar.
Make highscore state
Fix the pauseBackground in pause menu (the illusion of the paused screen)
Animate blinking when stepping on spikes.

5. Wrap up
Next meeting: Tuesday May 14th, 15:00-16:00