

Meeting Agenda

Date: Monday, 2013-04-29

Participants: Everybody

1. Objectives (5 min)

Make graphical representations of Item etc. appear on the screen.

Pick up items. Drop down also.

Lose life when touching spikes.

2. Reports (15 min)

Positions of the Item, CandyMonster and Spikes are saved and done. The character holds the right speed aswell and jumps in a good height. we also made the starting position depend on the map.

3. Discussion items (35 min)

we need to use the values we already have, the slick-shapes, of the items etc. and draw them on the screen so that we can start picking up items. We have to do the same with spikes and check if the character collides with a spike, if so lose a life.

4. Outcomes and assignments (5 min)

We might start to do assignments at home to complete the project in time.

Make some graphic representations of the candy monster, items and spikes (colored rectangles)

Make sequence maps of pick up an item, and drop an item.

5. Wrap up

Next meeting: Thursday May 2nd, 15:00-16:00