Meeting Agenda

Date: Tuesday, 2013-05-14

Participants: Sara Wallander, Sara Johansson, Martin Hermansson

1. Objectives (5 min)
- Documentation: SDD/RAD
- Present level will be shown in status bar, eventually present score
- Make it possible to start next level
- Refactor pause menu and start menu because they have many similarities.
- Decide on a resolution (fullscreen?)
- Have a "finished product" meeting
- Refactor where spikes sensors are created
- Fix bug with spikes sensors
- Work on animations
- Type name state

2. Reports (15 min)
We added some movable boxes, their starting positions depend on the tmx-file.
We changed some properties in the tmx-files, we now have layers with data and positions that are used to get the time and positions of items, candy monsters etc.
It is now possible to restart level. By overriding the enter-method we can control the things that will be called when the game state is entered. Much code in the init-method in InGameController is moved to enter-method. We have done some refactoring between model, view and controller. We added some more levels and use different versions of levels. I.e. there are many level1 and many level2 and so on...
Pictures of items and candy monsters are displayed.

3. Discussion items (35 min)
At some point this week we need to have a meeting where we discuss the details of the finished game. Here we will decide about things like what info to show on what screen, what options will be avalible and other details. If there is time we will also discuss the gui of the game, colors and styles used to create the images.

4. Outcomes and assignments (5 min)
At the meeting with our supervisor we will:
       Ask about resulution and what standart values to use.
       discuss the files at the root of the project (tmx-files and images).
       Show what refactoring we have made and ask for further advice.

Ask why files aren't excluded even though they are in gitignore file.

Martin will:

Refactor Spikes sensors to WorldBodyFactory.

SDD

Start on NewHighScoreState

Sara J will:

Continue with animations

Start on NewHighScoreState

Josefin will:

Keep working on the menus.

Sara W will:

Finish the layout and components of the StatusBar.

Make it possible to start the next level.

Fix spikes bug..

5. Wrap up

Next meeting: Thursday May 16th, 15:00-16:00