

Meeting Agenda

Date: Tuesday, 2013-05-03

Participants: Everybody

1. Objectives (5 min)

StatusBar implemented completely, with time.

The game will end/pause when any of the conditions for game over are true.

Make graphical "stuff" on pause menu.

Make an "end of level screen"

Make sure character can jump while walking.

Make a good way of checking collision with spikes.

2. Reports (15 min)

we made the items in the screen and the character is able to pick only one up and drop it down anywhere. If the item is delivered to the right candyMonster the monster turns black (no images yet) and the item is no longer available to pick up.

We implemented (on one spike) that the character will lose a life when touching it. the player can only lose 1 life/sec.

we added a timer that counts down from a fixed value, this will later be used in the statusbar.

When the player runs out of lifes or delivers all the items the we announce that the level ended (but not visible in the game yet).

3. Discussion items (35 min)

We will implement the time bar on the status bar using a percentage of the total time of the level. When the time ticks down a slick rectangle will decrease in width. Later on the time of a level will be saved in another way. Maybe as a property in the TiledMap. Perhaps on the same position as the player starting position.

4. Outcomes and assignments (5 min)

Sara W goes for the "end of level screen"

Sara J goes for the StatusBar

Jos goes for the pause menu.

Martin goes for making sure character can jump while walking and make a good way of checking collision with spikes.

5. Wrap up

Next meeting: Tuesday May 7th, 8:00-9:00