

Meeting Agenda

Date: Tuesday, 2013-04-16

Participants: Everybody

1. Objectives (5 min)

- Learn the basics of the JBox2D physics engine
- Implement JBox World and gravity
- Implement correct MVC

2. Reports (15 min)

Basic window has been created with basic implementation of a moving rectangle.

3. Discussion items (35 min)

We need to understand in more detail how the physics engine work, and more importantly how it should be implemented.

We need to create images for the character since they are described within the use case: move. If possibly we would like to implements some representation of the world.

We've come to the conclusion that what we have implemented so far doesn't represent the MVC to full extent. However, we are not quite sure how to rearrange the code since the overrrided Slick methods are implemented in the Model that extends BasicGameState.

4. Outcomes and assignments (5 min)

We will focus on implementing the physics engine this week as well as getting some UC's running. Preferably Move and Jump.

Learn as much as possible about JBox2D.

Figure out how the MVC should be implemented as well as possible. If we do not come to any conclusions, we'll ask for guidance at the next meeting with the supervisor this Thursday.

Book rooms for upcoming meetings and work time.

5. Wrap up

Next meeting: Thursday April 18th, 15:00-16:00.