Meeting Agenda

Date: Wednesday, 2013-04-24

Participants: Sara Johansson, Sara Wallander, Martin Hermansson

1. Objectives (5 min)
Make JBox2D work with Slick2D in a good way.
How we make jump smoother and working.
How to make character not "bounce".
How to make things going at the same speed on all computers.
Start on SDD.

2. Reports (15 min)
we refactored the code and asked our supervisor to look at it, he said it was ok.
The TiledMap is printed out on the screen and JBox2D-"Body"s are in the JBox2D-world. We have downloaded STAN and PMD. We ran the code through STAN and we got no errors. PMD showed us some things to think about, but we will take care of most problems later on.

3. Discussion items (35 min)
JBox2D and Slick2D does not messure distance on the screen in th same way. We need to figure out how to make the visual Slick2D elements and the physics from JBox2D work together better.
Our next Use Case is about jumping, so we need to make that work better, enable jumping while on the ground but not in the air and so on.
When on the ground the character bounces. This may be a result of the unrealistic proportions of our objects. We need to fix this.
At this time the game runs in a diffrent speed depending on the fps. this causes trouble for our testing of the game as well as it is a problem that is unacceptable in the finished product and needs to be fixed
We have to have atleast started on a SDD before tomorrows meetingwith our supervisor. .

4. Outcomes and assignments (5 min)
All will work with the SDD and try to make the JBox2D work with the Slick2D world.
We will have a meeting with our supervisor tomorrow and discuss some of the unsolved problems.

5. Wrap up
Next meeting: Friday April 26th, 10:00-11:00.