Meeting Agenda

Date: Wednesday, 2013-04-26

Participants: Sara Johansson, Sara Wallander, Martin Hermansson, Josefin Kvillert

1. Objectives (5 min)
- Tiles
- Still make game update in the same speed on different computers.

2. Reports (15 min)
We solved most of the objectives from last meeting. Mainly the "bouncing" and updating issues are solved. We also started on the SDD and the program runs smooth, although slow, on every computer we tested it on. Futhermore, we have resolved the jbox2d vs. pixel positions and the slickshapes are now on the jbox shape, as it's supposed to be.
We have also made classes for spikes, candy monsters and items.

3. Discussion items (35 min)
We decided to place all the items, spikes and candy monsters on the tmx-file map, this to make it easier to design levels. Then we need to get the positions of a specific thing and draw this in the view.

4. Outcomes and assignments (5 min)
-make maps containing spikes, items and candy monsters.
- create a way to save positions in a list that can be reached from the InGameController for creating things mentioned above.
- make graphic representations of the things mentioned above appear on the screen.

5. Wrap up
Next meeting: Monday April 29th, 15:00-16:00.