

Meeting Agenda

Date: 2013-05-12

Facilitator: Albin Garpetun via Google Hangout

Participants: Daniel Bäckström, Albin Garpetun, Johan Backman and Per Thoresson

1. Objectives

Too many assignments since the last meeting, so everything was not done in time.

2. Reports

Daniel - Has moved IDamageableObject, as well as incrementing kills when someone kills someone else, and implementing landmines.

Johan - Rewrote the code for health-bar management. Small changes to HUD. The animation for the powerups was finished, but quickly removed since we realized that you can pick up a powerup when one is active.

Per - Has started with the map.

Albin - Fixed a bug with steering getting "stuck" when players respawn. Implemented Beer powerup. Started with changing the PropertyChange for smoke. Implemented flames when haste is active, and now also needs to change the PropertyChange for this in the same way as smoke.

XBox controls now works for the game.

3. Discussion items

Landmine, change it to fix a bug that makes the landmine sometimes land under the ground.

HUD-names for players will not be implemented since we won't let players change name, and we don't feel like it is important.

4. Outcomes and assignments

Per - Fix the map.

Albin - Fix the PropertyChange for smoke and flames.

Daniel - Add a delay to shooting.

Johan - Toggle for sound, maybe implement a settings-menu as well.

5. Wrap up

Next meeting tuesday 14/5