

## Meeting Agenda

Date: 130502

Facilitator: Kim Kling

Participants: Kim Kling, Simon Bengtsson, Kim Egenvall

1. Objectives (5 min)
  - a. Structure the project and decide what's happens next.
2. Discussion items (35 min)
  - a. Things todo
    - i. Tiled maps
    - ii. Model
      1. Obstacles
      - 2.
    - iii. Twodivided input
    - iv. Graphics
  - b. Should we have a ground and obstacles instead of platforms with different height?
  - c. How should the controlls be in each dimension?
3. Outcomes and assignments (5 min)
  - a. We'll use obsticales, and a ground to run on.
  - b. We'll use two inputs for XZ dimension and one on XY. For XZ we split the screen. Maybe two for XY, to dodge or dash.
  - c. Who should do what?
    - i. Tiled maps
      1. Kim E
      2. World follows the player
      3. 8/5
    - ii. Obstacles
      1. Simon
      2. Implement in model
      3. 2/5
    - iii. Dimension changes
      1. Simon
      2. Draw XZ dimension
      3. To be continued.
    - iv. Two divided input
      1. Kim K
      2. Input areas
      3. 6/5
    - v. Grachics
      1. Kim E & Calle
      2. Grachics for obstacles, player, backgrounds etc.
      3. Low priority, to be continued.
    - vi. Collision
      1. Kim K

2. Collision handling for both dimensions
3. 6/5

4. Wrap up
  - a.