

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 (45 min)
 - a. Things todo
 - i. Tiled maps
 - ii. Model
 1. Obstacles
 - 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. 3/5
 - 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 handeling for both dimensions

3. 6/5

4. Wrap up

a. Next meeting tomorrow.