

Meeting Agenda

Location: 3213

Date: 2012-04-19

Time: 14:45

Facilitator: *Johan Gustafsson*

Participants: Johan Gustafsson, Emil Edholm, Emil Johansson, Johan Andersson

1. Objectives (5 min)

Decide within the group what we need to have implemented until next week.

Decide who should implement what.

Decide on the map size.

2. Reports (15 min)

GUI sketch has not been finished, this will need to be done before next week.

3. Discussion items (35 min)

Enemies should not be a gametile because this interfere with the pathfinding and game logic. Instead of having the enemy as an gametile we are going to place the enemy on the gameboard on a given position without moving/removing the path tiles. This will for example remove the issue with multiple enemies not being able to stand on the same position and will help with the pathfinding.

We need to be able to load towers and enemies dynamically and each wave also need to be able to be built dynamically. By doing this almost no classes need to know which enemies and towers exist.

Should probably be done by annotating the enemies and towers and then placing them in some folder and loading them and determining their properties by reading the annotation.

We discussed and decided on a map size 25*20 (tiles). Since we decided to separate the coordinate system of the enemies we gain more flexibility. This allows for the enemies to have a pixel based coordinate system and in extension allow for nicer GUI. This is possible because enemies are the only entity that moves regularly in the games. A consequence of this is that a position must be stored in the enemies class and is not "inherited" from the GameLoop.

We discussed the concrete implementations of the towers and the enemies what needs to be changed and what needs to be added. All effects (poision etc) for the different towers and enemies. See "List of enemies and towers.pdf"

4. Outcomes and assignments (5 min)

Emil E implements the dynamic loading of enemies and towers.

Johan G starts implementing a nicer GUI in slick.

Emil J and Johan A implements the path finding algorithm.

Johan G implements some concrete implementations of a few of the objects in the gameboard. "Enemy cave" and the enemies etc.

Johan A implements the towers

Johan A implements an interface for Effects on enemies

5. Wrap up

As previously said, the only unsolved thing we have is the sketch of the GUI

The next meeting is scheduled for monday alternatively tuesday, 23/4 and 24/4 respectively.