

## Meeting Agenda

Date: 2016-04-07

Facilitator: Martin Sixtensson

Participants: Gustav Svensson, Erik Sänne, Marcus Pettersson

### 1. Objectives. Resolve any issues preventing the team to continue.

- We don't see any major problems yet that will prevent us from continuing.

### 2. Reports from previous meeting

- Work has been done on the work screen. There is now a functioning screen with a join and host option.
- There are basic graphics and textures for menus and players.
- It is now possible to join four players. Some bugs remain where one person can join several times.
- The server and clients now work better together and seem to sync up rather well. The players can see each other move around without delay. The server still crashes from time to time and other little bugs remain.
- Zombies have been added to the game. They don't do anything special yet.

### 3. Discussion items

- We talked about how the map should work and how it should be built. We decided the map should be tile-based.
- We talked about how tiles should work. Different tiles should have different ID numbers. I.e a wall tile could have the tile ID 20. We also talked about sorting the tiles with ID. The first number in the ID should tell us what sort of tile it is. We also decided the tiles are going to 32x32 pixels in size.
- We talked about what words we are using in our project such as the word "sprite". We decided we need to write them down so we can explain them in our documentation.
- We talked about collision and decided it should be handled on the client.

### 4. Outcomes and assignments

We:

- We tested the server by having everyone join. Some bugs were found and discussed.
- Got the server to have the background move correctly.

We will:

- Complete the RAD - Martin
- Start working on map and tiles - Erik and Marcus
- If there is time, start work on collision - Erik and Marcus
- Make textures for tiles - Gustav

5. Wrap up

- Next meeting 2016-04-11 13.00