Meeting Agenda

Date: 2013-04-18

Facilitator: Jakob Csörgei Gustavsson

Participants: Jakob Csörgei Gustavsson, Niklas Helmertz, Joel Torstensson

1. Objectives: (5 min) Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).
- Keep bad collision or implement better one?
- Happy with Powerup-system?
- Any changes necessary in RAD?
- How to start constructing SDD?
- New iteration begins, what to focus on for next one?
    - Which use cases do we want to implement?
    - Services, start GUI? Menus?

2. Reports: (15 min) From previous meetings, (un)solved issues, etc. , see also 4
- Have working input and views.
- Some collision detection, not fully correct.
- Random holes implemented, could be better.
- First iteration works, although a bit "hack-ish"

3. Discussion items (35 min)
> Keep bad collision or implement better one?
- Try out other algorithms, weigh performance against precision
- Not prioritized, but want to improve before deadline

Happy with Powerup-system?
- How does the PowerUpEffect hold its state?
    - Which powerups actually need to hold a state? Can't think of any at the moment.
- Every effect should have an ID, is then mapped from e.g. an external text file to the appropriate image to display.
- Powerups come in colors:
    - Green: affect yourself
    - Red: affect others
    - Blue: affect everyone
- In general, happy with system. Does the job.

Any changes necessary in RAD?
- Responsibilities of body and player changed a bit.
- Hitbox added to BodySegment.

- Color and position should probably be added.

How to start constructing SDD?
- Create document on Google Docs and insert tempate
- Describe:
    - How input works
    - Interfacing LWJGL
    - How our MVC is conceived
    - Package diagrams, what they do and responsibilities
- AT LEAST two sequence diagrams
    - Eventually, don't need to make any of them now

New iteration begins, what to focus on for next one?
- Which use cases do we want to implement?
    - Using and picking up powerups
- Services, start GUI? Menus?
    - Not prioritized for this iteration.

4. Outcomes and assignments: (5 min)
- Let's just do whatever

5. Wrap up