

Meeting Agenda

Date: 2013-04-29

Facilitator: Jakob Csörgei Gustavsson

Participants: Jakob Csörgei Gustavsson, Niklas Helmertz, Lucas Persson, 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).

- Discuss Achtung, World and Round, how to implement?
- Are power-ups (at least the system) complete? Add anything else?
- Menus, progress?

2. Reports: (15 min) From previous meetings, (un)solved issues, etc. , see also 4

- Joel: BodyTest mostly finished (the testable parts)
- Jakob: rough sketches of GUI
- Lucas: PropertyChangeSupport for power-ups
- Everyone: Were supposed to check out Nifty GUI but haven't

3. Discussion items (35 min)

Discuss Achtung, World and Round, how to implement?

- Probably change Game -> MainController and Achtung -> Game, to represent a New game
- Agreed on that points should not be handled in World, not create list of players either
- New World each round
- World is renamed Round
 - Round has a field Map
 - Contains width, height, color
- Class Game handles Rounds, and calculates points

Are power-ups (at least the system) complete? Add anything else?

- Effects to world itself? Not players only.
 - Possibly add WorldPowerupEffect and PowerupEffect that it extends, along with PlayerPowerupEffect.

Menus, progress?

- Probably could use Nifty without changing much in the game loop.
- Got good sketches of the menus.
- Skip "intro screen" for now, maybe later

Bodyless in beginning?

- JA! (som curvefever(fast coolare))

4. Outcomes and assignments: (5 min)

- Niklas: Check out how Nifty could be tied to the rendering code we got.
- Everyone:

```
public static void main(String[] args) {  
    ■ checkOutNifty\?();  
}
```
- Joel: Achtung/World/Round/Game stuff (maybe new branch)
- Jakob: More on power-ups
- Lucas: Music!

5. Wrap up

- 1a:
- 2a:
- 3a:
- 4a: