

Meeting Agenda

Date: 2013-04-17

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).

- Discussion on changes that have been made
- Focus on what to get prototype up and running?
- Determine how to implement MVC
- Fixing game loop/timing?
- More tests

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

- We completed UML, will obviously change over iterations.
- One less person, probably not returning? Does it affect the size of the application?
- Coding on development branch.
- Preliminary RAD, mostly detailed game specifications.
- Completed a test, should probably make more.

3. Discussion items (35 min)

Discussion on changes that have been made

- Chose to use static factory for body
- Interface for renderer for ability to switch easily

Focus on what to get prototype up and running?

- Just the basics, movement, turning and possibly collision.
- No rounds, scoring or powerups yet.

Determine how to implement MVC

- Overall World view
- Separate views for every object in World that needs to be rendered
- Is done to separate rendering from model objects, to achieve proper MVC

Fixing game loop/timing?

- Interpolation a good way? Worth making the view classes a bit more complex?
 - Definitely.

More tests

- Not prioritized, but probably a good thing to do.

4. Outcomes and assignments: (5 min)

Niklas: focus on rendering of the model and view classes

Jakob: look into collision detection

Joel: start player controller work

5. Wrap up