Meeting Agenda
Group: Top Down Bois
Date: 16/09/2021
Chair: Samuel Karlsson
Participants: David Ferm, Anders Olofson, Samuel Karlsson,
Imad Alihodzic

Objectives (5 min)
- Resolve any issues preventing the team from continuing.
Short clear descriptions.

Movement isn't working properly, need to be smoothed out

Collision detection is missing, want to be able to have certain objects
collide and execute depending on what objects are colliding with
each other.

Reports (15 min) from previous meeting
- Each group member reports outcome of assigned issues, see also
'outcomes and assignments'.

UML has not been added yet, not as pressing as other issues right now.

LITIengine was not worth changing to, we are sticking with LibGDX for
this project.

Structure has been expanded on, we can slowly add functionality to make
a running prototype.

Discussion items (35 min)
- Discuss the identified issues, and possibly new or more general issues
(very short notes and/or keywords).

Movement and collision are primitive in the current state, we need
to consider different methods of controls for functions like:
Moving the player character
Aiming the players shooting
Enemy movement and pathfinding
Other eventual movement features

Outcomes and assignments (5 min)
- Outcomes from discussion items. Write down what's decided and why it

was decided. Sync with other documentation (add terms to wordbook).
-   (re)Assign to each group member which issues to solve.

Imad: Map design and sprite work.

David: Collision detection.

Olof: Movement and aiming.

Samuel: Same as above + UML.

Wrap up
-   Write down any unresolved issues for next meeting.
-   Decide a time and location for next meeting.

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