

Meeting Protocol

Date: 2015-04-24

Facilitator: Jesper Olsson

Participants: Simon Lindkvist, Johan Tobin, Jesper Olsson,
Armand Ghaffarpour (15 min late)

Objectives (5 min)

- Implement map objects in the GameWorld
- Fix smooth player vertical movement

Reports (15 min)

- Armand is 15 minutes late for meeting
- We have started implementing, but we didn't have something runnable by Thursday 23/4. But we have now.

Discussion items (35 min)

- How to implement map objects
- How to fix smooth player vertical movement

Outcomes and assignments (5 min)

- We need to separate tile objects and their images to enforce the MVC-pattern. More research on how to do this needs to be done
- Johan and Simon should try to implement the map objects
- Jesper should try to implement smooth vertical movement for the player
- Armand should try to fix animations and position pictures for the player in different scenarios

Wrap up

- We really need to start working harder and more effective if this project should work out
- Next meeting on Tuesday 28/4 9:00