

Group: team purjolok

Date: 20/9 2021

Chair: Isabelle

Notetaker: Joar

Participants: Isabelle, Hedy, Jakob, Joar

### **Objectives**

- We need to discuss Scene 2D, actors and MVC
- We need to discuss merging
- We need to discuss tasks

### **Reports**

Hedy has solved the problem with cards being drawn over other stuff.

Everyone has read the article about scene 2d and actors.

### **Discussion items**

- Scene2d, actors and MVC
  - What do we think about scene 2d after reading about it?
  - How do we implement it?
  - Can we use it even though it doesn't completely follow MVC?
- Merging, how do we do it as smooth as possible?
- Task for the week

### **Outcomes and assignments**

Check if it is okay to use Actors. Ask during the lecture if this is okay, also if we can use something other than MVC. Will the grade be lowered in that case?

Writing checks, for example check so that mainDancers can not move outside of the danceFloor, see who has won, make sure that the danceFloor is affected by moving and using a danceMove / card.

Members should add their assignments to trello.

Hedy: Add more images and patterns to the cards. Maybe a new file which contains all the cards. Also make an attempt on making the code follow MVC, otherwise see how it can be changed to use Actors.

Joar: Fix components in figma so that it will be easier to create new cards. This will help the process of then exporting and adding new cards to a textureAtlas for cards. Then continue with the tasks from last week with moving mainDancers. Also, maybe logic so that the mainDancer can not move outside of the danceFloor.

Jakob: Help Hedy with MVC or changing to Actors. Also continue with the tasks from last week.

Isabelle: Since the window did need to be resizable, Isabelle will try to fix this. Since Joar started this last week, ask him more about the details. If there is time she will also try to make a start screen and a menu.

### **Wrap up**

This afternoon: Hedy will check on MVC, Joar and Jakob will join later and decide how to solve any eventual problems.