

Meeting Agenda

Date: 20140512

Facilitator: Andreas Pegelow

Participants: Jacob Gideflod, Emma Lindholm, Simon Nielsen, Andreas Pegelow

1. Objectives (5 min)

To discuss what we've done since the last meeting, what to focus on until deadline and how to refactor the project.

2. Reports (10 min)

Since the last meeting Emma has changed the system for using weapons to a modified version of Visitor pattern, making the system open for extensions. Jacob has refactored GameModel, GameScreen and GameRenderer in the branch Dev_Jacob. Andreas has studied the use of libgdx particle library. Simon has been trying to fix the font and texture bug.

3. Discussion items (50 min)

- (a) What we need to change in the the gamerenderer and loading of images.
- (b) If we should use the particle effect library from libgdx
- (c) If we should use texture atlases to load our textures.
- (d) What format and quality we should have on our textures.

4. Outcomes and assignments (10 min)

- (a) We should start to draw some game assets.
- (b) Implement an interface for GameModel.
- (c) Take a look at particle effects.
- (d) Add pause function.
- (e) Make the GameRenderer more dynamic and add a better way to import textures.

5. Wrap up

Next meeting will be 2014-05-14.