

Meeting Agenda

Date: 03/5-2016

Facilitator: Michel Folkemark

Participants: Michel Folkemark, Pontus Thomé, Viktor Engström, Martin So

1. Objectives (5 min). Resolve any issues preventing the team to continue:

- No unresolved issues

2. Reports (15 min) from previous meeting

Michel

- Removed dependencies with libGDX
- Implemented new collision handler
- Added new classes & interfaces for different characters

Martin

- Implemented items with stats.
- Chest now has graphics.

Viktor

- Visible health bars

Pontus

- Added interfaces for many objects
- Updated AreaHandler to a singleton that keeps track of all the areas so that they now save
- Setup for gitinspector
- Setup for SDD

3. Discussion items (35 min) - (Discuss issues from 1 and 2, possibly new or more general issues (very short notes and/or keywords)):

- CollisionHandler
- Attack
- Interact
- Change Area
- Inventory

4. Outcomes and assignments (5 min) - (Outcomes from 3). I.e. write down what's decided and why it was decided? Sync with other documentation (add terms to wordbook))

- Interact, attack & change area will be implemented by creating objects that can collide with chests, other characters etc.
- Inventory will initially be a new screen

-From outcomes, 1), 2) and 3) (re)assign each group member issues to solve.

Viktor:

- New inventory screen

Martin:

- Implement levels (map, objects, npc, gate) + graphics
- Implement npc with shop

Michel:

- Incorporate attack objects with collision handler
- If time solve issue with moving in two directions at the same time

Pontus:

- Implement save game
- Implement enemy factory

5. Wrap up

-Write down unresolved issues for next meeting:

- No unresolved issues

-Time and location for next meeting:

- Monday 9/5 12:00