Meeting Agenda

Date: 12/5-2016

Facilitator: Pontus Thomé

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

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

- CollisionHandler problems with enemy characters.

2. Reports (15 min) from previous meeting

Michel
- Fix so walls and chests can't be destroyed
- Chests implemented correctly
- Implement enemies attacking
- Enemies collide well nu

Martin
- Implemented npc with graphics and model for shop.
- Worked on switching areas.

Viktor
- Has been sick.

Pontus
- Have implemented save game and load game.

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

- AI
- Enemy attack cooldown
- How the model can change between areas
- Open chest image
- What happens on player death
- How should the Areas be created
- How mana should work

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))

- No decision on AI for the enemies. Will see how we do with CollisionHandler first.
- Have a field for enemies for which attack speed they have.
- BuildStage i gameScreen checks with AreaHandler which tilemap to use.
- Move back to complete Areas so that AreaHandler does not get to large and do too much.
- A location that the player can regenerate mana.
- Game over screen with main menu button, new game button, load game button.

- Create open chest image

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

Viktor:
- Continue with view for inventory
- Continue with displaying health and mana points
- Create a game over screen

Martin:
- Continue on areaConnection (tileMap changing and area switching).
- Implement fountain mana regeneration with graphics.

Michel:
- Continue implementing enemy attack
- Work on CollisionHandler
- Implement mana generation fountains

Pontus:
- Implement back complete areas
- Fix dog graphics
- Test move, save game, load game

5. Wrap up

-Write down unresolved issues for next meeting:

- Ask supervisor on CollisionHandler
- AI for enemies

-Time and location for next meeting:

- Monday 16/5 12:00, room 5209