

Meeting Agenda

Date: 28/4-2016

Facilitator: Viktor Engström

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

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

- No issues

2. Reports (15 min) from previous meeting

Michel

- Implemented attack mechanics

Martin

- Implemented walls and obstacles, with graphics.

Viktor

- Merged the views with master, will soon have a working HUD(Heads-Up Display).

Pontus

- Installed STAN & FindBugs
- Fixed graphics for an enemy
- Restructured the application

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

- STAN
- Wall
 - Rectangle as area
 - Draw the walls after the area
- Obstacles
- Combat handler
 - Should we have so that both Player and Enemies use the same methods?
 - Melee and Range only hit one enemy?
- View

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))

- Most things look good
- Move Combat handler from controller to model for better MVC
- Remove libGDX dependency from CombatHandler
- Extend CombatHandler with enemies attacking, obstacles etc.
- New adapter class for sound effects to remove libGDX dependencies

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

Viktor

- Correctly implement the HUD and start working on inventory and other GUI elements

Martin:

- Continue implementing chest and graphics. Continue with items.
- Implement interaction with objects. (chest, npc, gate)

Michel:

- Continue implementing combat: Enemies attacking, attacking obstacles, remove dependencies with libGDX and more

Pontus:

- Graphics woho!!

5. Wrap up

-Write down unresolved issues for next meeting:

- No unresolved issues

-Time and location for next meeting:

- Tuesday 3/5 11:00 room 5211