

Meeting Agenda

Date: 19/5-2016

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 issues

2. Reports (15 min) from previous meeting

Michel

- Developed enemy attack
- Incorporated deltaT with movement etc.

Martin

- Implemented tests for player, chests, items and shop.

Viktor

- Implemented an inventory screen, started remodelling the UI

Pontus

- Updated saving and loading the game so that data is saved in JSON.
- Created a separate package for screens.

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

- Different cooldown limits for different enemies/different attacks?
- How much to focus on new code and how much to focus on finalizing thins and writing SDD

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))

- Don't work on too much new stuff. Focus on refactoring, tests & SDD
- Get inventory working

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

Viktor: Rewrite the GUI so it works and updates smoothly with the inventory.

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Martin:

- Continue implementing tests.
- Graphics for opening chest.
- Write on SDD

Michel:

- GameSound
- Clean up code recently worked on
- Refactor code
- Write on SDD

Pontus:

- Write on SDD
- Character sprites only move when moving
- Structure the model
- Implement so that player's health does not go below 0.

5. Wrap up

-Write down unresolved issues for next meeting:

- No unresolved issues

-Time and location for next meeting:

- Monday 23/5 12:00 room 5209