Meeting Agenda

Date: 25/4-2016

Facilitator: Pontus Thomé

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

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

   ● Maybe a issue with SDK, Michel will look into this.
   ● Gitignore fixed.

2. Reports (15 min) from previous meeting

Michel
   ● Has looked into the base structure of the application and looked into libGDX
   ● Started implementing use case attack
Martin
   ● Implemented how player can handle items. Items now affects players stats(damage,health).
   ● There are now two types of items, weapon and armor.
   ● Chest, with item slots
Viktor
   ● Made switching between different screens work
Pontus
   ● Fixed first test for "Move" and change the implementation
   ● Created Area and AreaHandler

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

   ● Movetest
   ● How to start the game?
   ● How to switch between areas?
     Should the areas be saved or reinitialized at every reentry?
   ● How to implement use case attack in an object-oriented way

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))

   ● Looked over move test and decided that it looks better
   ● Talked about how to initiate areas. Have a AreaHandler that has the initial state for the Areas and also saves the state for the Areas.
   ● Talked about the attack method. Decided to research it more. Think that a class like a CombatHandler can take care of if characters gets hit from the attack and how much damage they take. Player might not have a target.

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

Viktor
● Keep working with the Views, will soon try to merge it to master.

Martin:
● Graphics and setup for the map of the Areas
● Implement WorldObject Wall

Michel:
● Research ways to implement attack and continue implementing

Pontus:
● Implement interact with Chest
● Graphics for Enemies and Chest

5. Wrap up

-Write down unresolved issues for next meeting:

● No unresolved issues

-Time and location for next meeting:

● Thursday 28/4 at 10:00.