

Meeting Agenda

Date: 16/5-2016

Facilitator: Viktor Engström

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

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

-

2. Reports (15 min) from previous meeting

Michel

- Nothing due to moving of houses

Martin

- Implemented listener for areaConnections preventing View-code in the model.
- tileMap now changes when switching area.
- Implemented manaFountains regenerating players mana, + graphics.

Viktor

- Issues with git finally solved for good?
- Started with inventory,
- Implemented game over screen

Pontus

- Fixed dogsngraphics
- Moved back initialization of Areas to completeAreas
- Started working on saving and loading game data by JSON
- Looked into movement by vectors

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

- Modify movement and CollisionHandler
- Inventory
- Controller views

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))

- Grid table as an inventory, inventory will be a new screen. Have different inventory-screens(shop, equipping, chest).

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

Viktor:

- Inventory screen.
- Implement death
- Polish the GUI

Martin:

- Waiting for inventory-view to be implemented, so I can link models(npcShop...) with it.
- Implement Tests.

Michel:

- Work with collision handler & movement

Pontus:

- Will continue working on saving and loading game data

5. Wrap up

-Write down unresolved issues for next meeting:

-

-Time and location for next meeting:

- Torsdag 19/5 10:00 Sal 6205