Meeting Agenda

Date: 09/5-2016

Facilitator: Martin So

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

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

- Viktor has problems with git.
- CollisionHandler not working properly.

2. Reports (15 min) from previous meeting

Michel
- Implemented attacks as objects that now get handled by collision handler
- Implemented controllers for stationary objects
- Implemented destruction & interaction with stationary objects

Martin
- Implemented objects with graphics.
- Implemented gate (AreaConnection) with graphics.
- Implemented two levels (areas), with enemies and objects.

Viktor
- Working status bars and ingame menu buttons, lots of git problems.

Pontus
- Created EnemyFactory
- Started researching and working on save game. Have not got far in implementation.

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

- GameScreen and Controllers.
- How the chest should work.
- Player looting and equips.
- All characters moving constantly even if they are standing still. Dogs are facing wrong direction.

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))

- Ask handler next supervisor meeting about GameScreen & controllers.
- Chest cannot be destroyed, after opened it should change texture image to an opened chest.
- Player loots one item at a time with mouse click.
- Fix all characters for next time.

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

Viktor:
- Add the statusbars to master branch and complete the inventory view

Martin:
- Implement friendly NPC and graphics for the npc, and shop shop.
- Move between areas using the gate (AreaConnection).

Michel:
- Fix collision handler with two enemies colliding
- Change interaction with chests: lootItem(), chests change texture after being emptied etc.
- Enemies attacking

Pontus:
- Keep working on save game

5. Wrap up

-Write down unresolved issues for next meeting:

- How to deal with GameScreen, controllers etc. Is GameScreen a view? Abstract stuff in GameScreen to another class?

-Time and location for next meeting:

- Monday 12/5 10:00