

MEETING REPORT

Team: Isekai

Date of Meeting: 03 May 2021

Start Time: 11:00

End Time: 12:30

Meeting Location: Discord

Moderator: Louis Ziko

Recorder: Klevis Ngjela

Other Members Present: Redon Basha, Kristi Cuni, Glaud Godeni, Jusild Kadri

Members Absent: None

Topics Discussed:

After observing the player move set in action we discussed how to remove the multiple bugs we encountered during testing. We discussed how to implement the player health and hurt system. The same thing was needed for enemies also. We discussed how to create a simple save and load system and a pause menu for the player when he can quit or save the game. We also discussed different

ideas for boss battles.

Decisions Made:

-We decided to use the concept of a state machine to make it easier for us to program the different entities but also remove some of the bugs that were occurring due to the large number of boolean variables.

-We decided to create a simple save system using a save file where we could save the current level the player is in and the x and y position.

-We decide to improve the scene transition to make it more dynamic as the game is getting more complicated.

-We decided on two boss enemies that will also have a state machine and a more complicated AI. They are mostly based on 'Hollow knight' bosses.

Time, Place, and Agenda for Next Meeting:

- Next meeting May 10 2021 on discord.