Meeting Agenda

Group meeting for The Grupp.
Participants: Sebastian, Eric, Alexander
Date: 03/5-2018

1 Objectives

- Discuss feedback from Joachim.

- Create and assign tasks.

2 Reports

- There will be no thursday meeting with Joachim on 10/5. He will however be reachable via email if feedback is needed.

- Classes need better descriptions via comments

- Loading duty should be assigned to controller

- Asset handling and map loading needs to be separated

- Model needs fleshing out, the structure is fine but functionality is lacking

- Focus needs to be on developing the actual gameplay. AKA the model and level view.

- SDD is to be put on the backburner until the project is nearer to completion.

State of project looks good, the most important tasks are as follows:

1. Develop further functionality for model, like enemy AI and collision detection.

2. Define sidescrolling camera behaviour for level view.

3. Clean up asset handling and loading.

4. Rename observer to listener.

5. Look into sound if there is enough time.

3 Discussion Items

- Task priority and assignments.

4 Outcomes and Assignments

Outcomes:

- All members are to begin commenting their code, to bolster readability of classes.

- Model functionality and level view will be the primary target for further development, merge conflicts will be solved next meeting if there are any.

Assignments:

- Alexander will start looking at implementing AI

- Alexander will create a saveGame menu.

- Sebastian will move the Map to View and integrate functionality.

- Sebastian will move implement asset handling and level/map loading services into controller, as well as implementing some basic sound functionality.

- Eric will look into the camera functionality of the level view, and also the collision detection in the level.

5 Wrap Up

Everyone is to work on their tasks until we meet up 07/5 monday. Merge conflicts will be solved then, and further tasks will be appointed if everything looks good.