

# Meeting Agenda

Group meeting for The Grupp.  
Participants: Sebastian, Alexander  
Date: 07/5-2018

## 1 Objectives

- Discuss progress since last meeting.
- Merge progress and upload to master-
- Create and assign new tasks.

## 2 Reports

- More comments describing class responsibility is needed, some have been added.
- A save window has been created with buttons corresponding to each of the three save files.
- An asset handler file has been creating, working as a library for any and all file paths.
- The map model has been moved into view.
- Sound can now be played.

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. Get a working base to create a prototype of the game.

## 3 Discussion Items

- Task priority and assignments.

## 4 Outcomes and Assignments

### Outcomes:

- The model still needs to be improved.

### Assignments:

- Alexander will continue looking at implementing AI for enemies.
- Sebastian will work on finishing the Level model and all classes used by it.
- As a secondary task, Sebastian will work on making the map level load based on save data, as well as finding some usable audio files and textures.
- Alexander will look more at refining the save functionality if there is time.

## 5 Wrap Up

Everyone is to work on their tasks until we meet up 10/5 Thursday. Merge conflicts will be solved then, and further tasks will be appointed if everything looks good.