

Meeting Agenda

Group meeting for The Grupp.

Participants: Sebastian, Alexander, Eric

Date: 10/5-2018

1 Objectives

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

2 Reports

- The level model is now generated based on a text file. This model is used to generate a level.
- The entity Player can be updated from the Level view and jumping/running functionality has been created based on x and y velocities and simulated gravity/ground friction.
- Basic camera functionality added, needs further work
- Save menu added

3 Discussion Items

- Task priority and assignments.

4 Outcomes and Assignments

Outcomes:

- The group will continue focusing on developing the model.

Assignments:

- Sebastian will continue working with character movement, as well as, developing functionality for collision with platforms, ground and other object.
- As a secondary task Sebastian will find and implement sound effects for jumping, walking, and collisions. Possibly improve on some of the graphical objects.

- Eric will develop the camera further, adding more explicit functionality.
- Alexander will further implement the Save function.

5 Wrap Up

Everyone is to work on their tasks until we meet up 14/5 Monday. Merge conflicts will be solved then, and further tasks will be appointed if everything looks good.