Meeting Agenda

Group meeting for The Grupp.
Participants: Sebastian, Alexander
Date: 14/5-2018

1 Objectives

- Discuss progress since last meeting.

- Merge progress and upload to master.

- Create and assign new tasks.

2 Reports

- The save function now works so that it returns the saved level number for each save slot.

- Player movement has been made smoother, the player object can now collide with other entities, such as the ground and platforms.

3 Discussion Items

- Task priority and assignments.

4 Outcomes and Assignments

Outcomes:

- The group will continue focusing on developing the model.

Assignments:

- Sebastian will implement some enemy functionality, focusing on taking and delivering damage from and onto the player, as well as, the initial implementation of a health bar.

- As a secondary task Sebastian will add a song looping, and an option to turn this song off and on through the options menu.

- Alexander will implement new objects to be used on the levels such as obstacles like a bouncing ball.

- Alexander will refine the save function since it may not yet work properly.

5 Wrap Up

Everyone is to work on their tasks until Wednesday when we merge our task to master before we meet Joachim 17/5 Thursday. Merge conflicts will be solved individually on wednesday.