Meeting Agenda Tenth meeting:

Date: 10/5-17

Chair: Anton

Participants: Jakob E, Anton, Jakob W, Simon

Objectives:

Nothing right now keeping us from continuing.

Reports:

Simon has made a pause menu, placed some labels showing health and fuel of tanks. Has also made lists of sprites for everything instead of textureatlases.
Jakob W has been working on the NPC, making it calculate the perfect shots and modifying them.
Jakob has been working on the in-game UI and been refactoring the code.
Anton has been working on the destructible terrain and now knows how it works and how we can manipulate it.

Discussion:

We have been working on iteration 3 and we're pretty much done.
We now have destructible terrain, environment is now a wrapper, NPC is now working, we've changed the names of a lot of classes and packages.

Our tanks need to be way heavier to prevent them from being pushed by projectiles. We need to prevent the tanks from moving while they're falling. Hopefully a body can detect if it's falling, otherwise we'll have to do it some other way.

Iteration 4:
We want support for more players, we want to be able to switch weapons and create a few more. Make the graphical representation of the terrain. Try to make the terrain a bit more interesting. Either we auto generate the terrain or we make a few different maps that we've designed ourselves.

If we want a high score we have to: Save player names and points between sessions, get points in-game somehow.
Do something when the game ends when only one player is remaining.
We need to write tests and try to get jDepend working.
Make the barrel move depending on which angle we shoot, give the NPC more depth with different difficulties.

Outcomes and assignments:

Simon: Will work on implementing a game over state with options to restart or start another game. Will work on sprites for the player 3 and 4 tanks.
Jakob W: Keep working on perfecting the NPC, make some more weapons and a way to switch weapons.
Jakob E: Make graphical representation of the terrain, make tanks unable to move while they're in the air.
Anton: Find a good algorithm to smooth out the edges of polygons and after that makes a few new maps.

We need to be more or less done by next wednesday since we have to start really working on our report from then. After that it's pretty much just refactoring.

Wrap up:

Next meeting is friday 12/5 at 8:15