Meeting Agenda Ninth meting:

Date: 8/5-17

Chair: Jakob Wall

Participants: Jakob E, Anton, Jakob W, Simon

Objectives:

Nothing that keeping us from getting forward. We will get a lot of things done this week.

Reports:

Wall has made the environment a wrapper to session. Started the logic with NPC, some problems that we have to discuss.

Häger has made the environment working to destroy. Some minor bugs but the fix is on the way.

Kärrman has made a start menu and standardized a way to make buttons represnented in view/Controller.

Erlandsson has kept working with the buttons in the game.

Discussion:

How will the NPC get the information it need to know where to shoot. We think that we can send down a list of Vector's and then it will work from there.

The drawing of the terrain is an issue that is hard to solve. Maybe there is a way to draw polygons and if so it may be quite easy. But we have to investigate in the matter.

Maybe we can swicth from texture atlas to sprite arrays on the tanks so that they will be able to scale.

Outcomes and assignments:

Everyone will have a clean tree before lunch so that we can change names of classes and packages.

Häger keeps refacoring terrain.

Wall is working on NPC.

Erlandsson will work with in game buttons.

Kärrman will make a pause menu.

Wrap up:

Next meeting is 8:15 on wednesday the 10th.