

Meeting Agenda Eleventh meeting:

Date: 15/5-17

Chair: Simon

Participants: Jakob E, Anton, Jakob W, Simon

Objectives:

A pixmap takes a lot of time to build, causing the game to freeze for a little while each time the terrain is changed.

We have to stop the tank from flipping over.

Reports:

Jakob W has continued working on the NPC, created a few more weapons and with the help of Simon made it possible to switch weapons.

Anton has made it possible to generate maps with hills and valleys with sinus-curves.

Jakob E has made the buttons change colour and opacity based on if they're pressed and the tank's fuel level and started working on making the tanks move a bit more naturally.

Simon has been working on the graphical terrain with Jakob W but it's not yet optimal as it takes a lot of computing power.

Discussion:

We have to get in contact with Joachim regarding the terrain taking a lot of time to build and see if he thinks it's worth abandoning it.

We have to start working on the report pretty much full time from wednesday so by then the project should be about done.

Until wednesday we want to:

Create a menu for custom games with more than two players.

Create a different backgrounds and different colored terrains.

Make the arrow that shows your aim appear again.

Make the barrel aim according to the shot's angle.

Make the projectile appear from the tank's barrel and not three meters above the body.

After wednesday all we will do is JavaDoc and refactoring.

Outcomes and assignments:

Simon will add support for custom game.

Jakob W will add more pictures and rework some sprites.

Jakob E will make the tanks move more naturally and then pick some other assignment.

Anton will make a few more maps. And try to do it iteratively and not hard-code them.

Wrap up:

Next meeting is thursday 18/5 at 9:15