

Meeting Protocol

Group 10: Viggo Hoffsten, Olof Hedenus, Linus Hermansson and Albin Edvörn

Meeting 1: (28/11 - 24)

- Viggo has already played around a bit with pygame and created a simple game environment with a circle that can jump up and down in a pygame window. We're planning on sticking with this experiment to create a platforming game.
- Super Mario style game.
- Came up with a "system sketch".
- Finished making collisions for the circle and obstacles which makes level building possible.
- Created GitHub for the group:
(<https://github.com/viggo-h/project.introdatateknik>)
- Dedicated project roles to each member:
Viggo - Game environment and level 1 and the first enemy.
Linus - Level 2 and the second enemy.
Olof - Level 3 and the boss enemy.
Albin - Documenting meetings and writing the report.
- Plans until 5/11 - 24:
Finish making the first enemy.
Create level layout for level 2 and start working on the second enemy.
Create level layout for level 3 and start working on the boss.
Start writing an introduction for the report and what we have implemented so far.
Don't forget to update changes in the code to GitHub!

Meeting 2: (5/11 - 24)

- Level 1 and 2 are now completed.
- Level 3 and boss enemy are done, but we decided that we are going to add two more levels to make a longer and better "boss encounter" experience.
- We have some time over as the main functionality of the is almost complete, so we will attempt to make the game look better. We're sticking with the mario theme.
- Things to add before deadline 11/11 - 24:
Make the enemies look like enemies from Super Mario.
Make the player look like Mario himself (running and jumping animations)