

# Meeting Agenda

Date: 11-05-2017

Chair: Agnes Mårdh

Participants: Karl Wikström, Luka Mrkonjic, Agnes Mårdh, Mattias Torstensson

## 1. Objectives (5 min).

- Collision handling doesn't work
- Something is wrong with the generation
- Fix the hook

## 2. Reports (15 min) from previous meeting

- Karl
  - Worked with collision
- Agnes
  - Worked with collision
- Luka
  - Worked with high score
- Mattias
  - Refactored world generation

## 3. Discussion items (35 min)

- Change name of the game to HookIT
- Everyone will take look on the collision handling after the meeting
- Hook:
  - Have it as a class, and not a part of character. Makes it possible to have several types of hooks
    - Not a priority right now

## 4. Outcomes and assignments (5 min)

Assignments:

- Mattias
  - WorldGenerator
- Luka
  - High Score and music
- Agnes
  - Collision (& hook)
- Karl
  - Collision

- Generate new chunks instead of reusing old ones

## 5. Wrap up

Next meeting: Monday, 15/5, lunch