Meeting Agenda

Location: 3507

Date: 10-04-29

Time: 13:00

Facilitator: Jonas Jacobsson & Christian Bergström

Participants: Jonas Jacobsson & Christian Bergström

1. Objectives (5 min)

   Progress report and some setting stuff.

2. Reports (15 min)

   All parts of the renderer and user interface are now modular and will support whatever the dimensions and number of players are desired. Improved the controller a bit.

3. Discussion items (35 min)

   What limitations should we enforce on an actual game session? What sizes of boards are reasonable? What number of players?

4. Outcomes and assignments (5 min)

   3x3x3, 4x4x4 and 5x5x5 boards. 2 players. Anything else gets too confusing.

   Continue producing outstanding code.

5. Wrap up

   Next meeting: 10-05-04.