

Meeting Agenda

Location: 3507

Date: 10-05-04

Time: 10:30

Facilitator: Jonas Jacobsson & Christian Bergström

Participants: Jonas Jacobsson & Christian Bergström

1. Objectives (5 min)

Discuss what needs to be done before the supervisor meeting.

2. Reports (15 min)

The Game Logic is sort of done. There is support for AI and Local Players. Most things for iteration 1 are done. Starting new games and winning is working.

3. Discussion items (35 min)

Things are starting to come together, should we make up more use cases? How should the networking things actually work?

4. Outcomes and assignments (5 min)

Networking: One party “hosting”, second party connects. The hosting party becomes the first player. They both construct one `localNetworkPlayer` for themselves, that sends the performed moves to the other party, and one `remoteNetworkPlayer`, that receives what the remote `localNetworkPlayer` has sent.

Improved the renderer? Textures? Background of some sort?

5. Wrap up

Next meeting: 10-05-07.