Meeting protocol

Date: 2014-05-21

Facilitator: Joel Tegman

Participants: Eric Bjuhr, Oskar Jönefors, Emilia Nilsson, Joel Tegman.

Objectives

- Complete all tests.
- Create a map.
- In-game menu?
- Smoother animations.
- Make non-active player transparent.

Reports

- Building the application correctly: mvn compile assembly:single
- More animations working. (but still sucky)
- Rotation of blocks working.

Discussion items

- Having some problem with the tests.
- Which objective has highest priority?

Outcomes and assignments

- Always create a test when creating a new method.
- Tests, demo map and writing the report, SDD and RAD have the highest priority now.
- Eric should
    - Player test
    - Fix bugs
    - Improve code
- Joel should
    - BlockMap testing
    - Smoothing Animation
- Emilia should
    - Create the demo map.
    - Write some in the report, SDD and RAD.
    - The animations that are left.
- Oskar should
    - Update the SDD

- ○ Complete the splash screen for the project
- ○ Try to invert colors when switching worlds, and make the players only fully visible in their respective worlds.

Wrap up

- Next meeting? No next meeting!
- Demo should be ready for the presentation.
- As much bugs to be fixed as possible.
- The report to be done before 17.00 this friday.
- The SDD and RAD to be finished on this sunday.
- Small preparation on the presentation on the weekend