Meeting protocol

Date: 2014-05-19

Facilitator: Emilia Nilsson

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

Objectives

In order of priority:

- Tests.
- Issues.
- Report.
- RAD.
- SDD.
- Animation.
- Create a challenging stage to show for the demo.
- Presentation.
- Continue with features.

Reports

- A lot of tests have been done.
- Checked how to make an in-game menu but it will have a low priority.
- More animation have been done.
- The game has an ending now.

Discussion items

- Clean the code?
- How to animate the character grabbing a block?

Outcomes and assignments

- Eric and Oskar fixes so that assets will also be installed when running the game with maven. Fix so that maven can run the game.
- We will probably not be able to have 1337 lines of code each. Maybe on average instead?
- Eric should
  - Solve issues.
- Joel should
  - Fix the animation for the character grabbing a block.
- Emilia should
  - Continue testing.

- Oskar should
  - Solve issues.

After everyone have done this we will work on the report. Cleaning the code will be the last thing to do.

Wrap up

- Next meeting on wednesday 2014-05-21 15:00.