Meeting Agenda

Date: 2013-04-25

Facilitator: Vidar Eriksson

Participants: Vidar Eriksson, Martin Calleberg, Jonatan Magnusson

1. **Objectives (5 min)**
   a. Check how much everyone has done, and how.
   b. Plan what to code during the weekend.
2. **Reports (15 min)**
   a. We do not know if Linus did fix the issues with the projectiles, as he has been ill since yesterday.
   b. Vidar has created the weapon factory and implemented at least 3 weapons, but will implement more as needed.
   c. Martin has fixed the issues with the collision boxes.
   d. Jonatan has fixed the issues in Enemy and EnemyFactory.
   e. We have started writing the SDD.
3. **Discussion items (35 min)**
   a. Should we change the movement of the player?
   b. How should the new movement work?
   c. What should we do during the weekend?
4. **Outcomes and assignments (5 min)**
   a. We will change the movement of the player from being guided by the cursor to normal WASD controls. (W-up, A-left, S-down and D-right).
   b. Linus should do some reading about A* pathfinding.
   c. Vidar should start with the main menu.
   d. Martin should make some changes to the WorldBuilder.
   e. Jonatan should finish all(World & Weapon) the test classes.
5. **Wrap up**
   a. Next meeting will be tuesday 30/4