

# Meeting Agenda

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**Date:** 2017-05-06

**Chair:** Alex Nitsche

**Participants:** Alex Nitsche, Ken Bäcklund, Adam Grandén

## **1. Objectives (5 min).** *Resolve any issues preventing the team to continue*

- Bugs in Collision (known unresolved bug)
- GameLoop

## **2. Reports (15 min) from previous meeting**

- For Adam and Ken is going fine
- Alex's controllers are implemented, connecting buttons is still left.

## **3. Discussion items (35 min)**

- Collision handling, how to fix the bug and also other collision related features.
- Data handling, to handle information.
- Sounds on collision(?)

## **4. Outcomes and assignments (5 min)**

- Ken keeps working on collision (bugfix, correct angles on bounce).
- Adam works on getting the buttons working, also sound if enough time is left.
- Alex will work on getting the game loop working, also buttons if enough time is left.

## **5. Wrap up**

- Write down unresolved issues from previous meeting
- Time and location for the next meeting.