

Meeting Agenda

Date: 2017-05-23

Chair: Ken Bäcklund

Participants: Alex Nitsche, Ken Bäcklund, Adam Grandén

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

- Collision distance is a bit off. Collisions work but a bit off the (visual?) position.
- There's a circle dependency in Controller.

2. Reports (15 min) from previous meeting

- Collision added (buggy).
- Bounce angles seems ok, but hard to tell until the actual position is shown correctly.
- SDD and presentation is ~60% done.

3. Discussion items (35 min)

- Collision hotfix (if too short on time), proper collision fix if there's enough time.

4. Outcomes and assignments (5 min)

- A collision hotfix will be done to make sure a ball doesn't get stuck inside an object.
- Proper collision fix will be done using vector calculations against Line Segments.

5. Wrap up

- Today is the final meeting. Any remaining issues will be resolved in online discussions.