

Meeting Agenda

Date: 2017-05-19

Chair: Adam Grandén

Participants: Alex Nitsche, Adam Grandén

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

- Still bugs in collision.
- Game Loop works, implementation of classes should be done by the weekend
- Fix circle dependencies
- Also the buttons should be reworked into a clicklistener

2. Reports (15 min) from previous meeting

- Movement of the Pad needs to be fixed also the collision for each element.
- The Game loop works but some kinks (circle dependencies) needs to be worked out.
- From the Git there still needs to be a work around with the collision.

3. Discussion items (35 min)

- Movement of Pad has been discussed from the following value
- Circle dependencies should be fixed
- Presentation, with or without live demo

4. Outcomes and assignments (5 min)

- Computer should be fixed on another OS computer or Computer until presentation
- Ken wanted to do the presentation on prezi.
- Try ,catch should be implemented into the code Alex and Adam
- Alex can do the screen capturing , if (liveDemo != true)
- Circle Dependencies should be fixed, Alex looks into this
- Commenting the project
- SDD should be written, Alex will start writing
- Adam fix the potential bugs and movement of pad and collision.
- Ken fix Collision until Monday.

5. Wrap up

- Tuesday the 23 at 10:00 at M1222B
- The Following outcomes and assessment is things that is not resolved from the previous meeting.