

# Group meeting for Group 15, Panic on TDAncefloor

Date: 2017-04-24

Chair: Gustav Lahti

Participants: Gustav Lahti, Magnus Wamby, Rikard Teodorsson, Farzad Besharati

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

- Structure of program, “God-class” and physics.

2. Reports (15 min) from previous meeting

- Report outline finished.
- We had to redo the structure, so the prototype has become obsolete. Rikard made a prototype for the player controls.

3. Discussion items (35 min)keywords)

- Structure
  - Listeners to prevent circular dependencies.
  - Make a PhysicsActor to bridge from the model to the physics-engine.

4. Outcomes and assignments (5 min)

- Gustav will implement PhysicsActor.
- Everyone will work on implementing the prototype.

5. Wrap up

- Next meeting will be 2017-04-27 14:20 in 3215.



