

Meeting Agenda 10

Date: 18/5-15

Facilitator: Emma Fahlén

Participants: Renée Gyllensvaan, Linnea Svensson, Emma Fahlén

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

- Make a list of things to do
- Walk through the code so that each member of the group understands it
- Make a plan for the future

2. Reports (15 min) from previous meeting

- Linnea: Painted the character (jump, crouch and so on), logics for crouch
- Emma: Enemy code (three new classes)
- Renée: GUI (volume, menu)
- Olof: Collision code

3. Discussion items (35 min)

- Meet almost everyday for updates
- Make a list of things to do - what are our priorities?

4. Outcomes and assignments (5 min)

- Did a (long) list of all the stuff we have left to do.
- Decided to have three meetings this week and probably next because we need to have smaller tasks and have a better work flow and make up for the meetings we missed.

Linnea: Tester.

Emma: Tester.

Renée: Ficklampa, hur vi lägger upp själva uppritningen.

Olof: Push collision code to remote repo. Ficklampa, ljuskontroll. SDD.

5. Wrap up

Next meeting wensday 20/5 kl. 9.