Meeting Agenda

Date: 20/5
Facilitator: Olof Düsterdieck
Participants:Renée Gyllensvaan, Linnea Svensson

Objectives and problems facing the group:
N/A

Reports:
Linnea: Made tests.
Olof: Started with SDD (flow charts and design description) and continued to work on some quite buggy collision code.
Renée: Made tests and some unfinished code on collision.

Discussion:
- Discussed design of tests. The test gets strange when dependencies gets involved.
- Discussed background drawing and whether some kind of parallax scrolling is to be used.
- Two people in the group has been working on collision, using different methods. It was discussed which was the best method. After that the current bugs and problems in this method was discussed.

Outcomes and Assignments:
- Decided to have the background-image fixed with the camera.
- Decided on which was the best collision method and that development would continue using this one as base, pulling some code from the other method to solve some problems.

Assignments:
Olof: Raytracing for flashlight and SDD.
Renée: Tests and bufferdrawing of flashlight.
Linnea: Tests and animation of character.

Wrap up:
Next meeting Friday (22/5).