

Meeting 2014-04-03 09:35 Chalmers Tekniska Högskola, Hubben

Participants:

Malin Thelin, president

Björn Hedström

Hampus Dahlin

1. Objectives (5 min)

- Music, beat detection.
- Connect classes to make a simple working program
- GUI sketches, low priority

2. Reports

- Tests
- Damage, hit,
- Services for options
- Preliminary sketches on menu

3. Discussion items (20 min)

- Concerning if we should change genre and scope of our game.
- Extra functions
- Things to do with the music: change background, have a “wave” in the background in time with the music, change colors depending on the mood of the song; the possibilities are endless
- Services; more than save and load?
- More options, difficulty, sound level etc.

4. Outcomes and assignments (5 min)

- .Write SDD
- Write more tests, better tests.
- Concentrate on music classes.

5. Wrap up

- Next meeting 12:00 - 13:00, monday 2014-04-07