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