# Meeting Agenda

**Location**    Room 3207
**Date**    2012-05-04
**Time**    10.00-12.00
**Facilitator**    Johan Brook
**Participants**    Johan Brook, John Barbero Unenge, Chris Nordqvist, Jesper Persson

1. **Objectives (5 min)**
   a. Design the game's life cycle

2. **Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).**
   a.

3. **Issues**
   a. As of now, the view isn't updating when entities are removed in the model.

4. **Reports (15 min)**
   a. Projectiles are functional.
   b. Characters can be damaged and destroyed.
   c. Items can be spawned and picked up by the player.
   d. OpenGL is implemented.

5. **From previous meetings, solved issues, e. t. c. , see 4**
   a. -

6. **Discussion items (35 min)**
   a. The game's life cycle – how new waves and game over should work.

7. **Outcomes and assignments (5 min)**
   a. Jesper refactor the game life cycle
   b. Johan fixes weapon switching
   c. John creates the object factory and later on collidable walls
   d. Chris continues with the sound engine, GUI and sprites

8. **Wrap up**
   a. Next meeting: Soon.