

# Meeting Agenda

**Location** Room 5205  
**Date** 2012-04-18  
**Time** 10.00-11.30  
**Facilitator** Johan Brook  
**Participants** Johan Brook, John Barbero Unenge, Chris Nordqvist, Jesper Persson

## 1. Objectives (5 min)

- a. Stake out and prioritize tasks for near future: exactly what has to be worked on. Delegate tasks.
- b. Discuss and possibly revise design model in order to create an overview.

## 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. More graphics.
- b. Fix collisions.

## 3. Issues

- a. We have to get more entities to show up and interact correctly in the game world (projectiles, collisions, enemies). Find out if the rendering engine is ready to handle more entities, i.e. is it possible to casually add entities from the GameModel without too much hassle?
- b. Collisions.
- c. Basecamp trial is running out as of Friday. Do we need it when we have Github?

## 1. Reports (15 min)

- a. Johan: the navigation was more trickier than I thought, will perhaps need some advice.
- b. Johan: collisions are functional, but a few bugs persist (collisions from north and west aren't working).

## 1. From previous meetings, solved issues, e. t. c. , see 4

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## 1. Discussion items (35 min)

- a. Design Model (common resources, tile maps).
- b. Entities on screen.

## 2. Outcomes and assignments (5 min)

- a. John begins a new rendering engine and tile map.
- b. Jesper is improving performance in the AI.
- c. Chris should start drawing animation sprites.

- d. Johan should fix the bugs in the collision handling.

### 3. **Wrap up**

- a. Next meeting: during weekend.