

Meeting Agenda

Location Room 3213
Date 2012-05-11
Time 10.00-11.30
Facilitator Johan Brook
Participants Johan Brook, John Barbero Unenge, Chris Nordqvist, Jesper Persson

- 1. Objectives (5 min)**
 - a. Status report
 - b. Task and bug priorities, roadmap
- 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. Problems with the AI control and walls. See GitHub issue.
 - b. More collision problems with walls in latest release. See GitHub issue.
- 4. Reports (15 min)**
 - a. Lots of bugs fixed.
 - b. Tilemap and tilesheet generation is functional.
 - c. Improvements to gameplay and flow. For instance, details in weapon handling and wave management.
- 5. From previous meetings, solved issues, e. t. c. , see 4**
 - a. The view is now listening to more events from the model, and is therefore updated.
- 6. Discussion items (35 min)**
 - a. Issue priorities.
 - b. Collision boxes in the model.
 - c. The loading process in the beginning of the game - how?
- 7. Outcomes and assignments (5 min)**
 - a. Se GitHub Issues
- 8. Wrap up**
 - a. Next meeting: Sunday 13/5