

Meeting Agenda

Location Room 3507
Date 2012-05-16
Time 10.00-12.00
Facilitator Johan Brook
Participants Johan Brook, John Barbero Unenge, Chris Nordqvist, Jesper Persson

1. Objectives (5 min)

- a. Decide presentation disposition and points to bring up
- b. Decide if refactoring the view is of importance

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. There are some audio issues when running the game on Windows.

1. Reports (15 min)

- a. -

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

- a. -

1. Discussion items (35 min)

- a. The presentation structure
- b. An upcoming view refactor

2. Outcomes and assignments (5 min)

- a. Johan is creating the skeleton of the presentation
- b. John begins with an overview of what's to be done in a view refactor
- c. Jesper is fixing remaining issues with the AI and some game logic
- d. Chris is working with the audio engine and drawing sprites

3. Wrap up

- a. Next meeting: Sunday May 20th