

Meeting Agenda

Location Room 3210
Date 2012-04-25
Time 12.30-13.00
Facilitator John Barbero Unenge
Participants Johan Brook, John Barbero Unenge, Chris Nordqvist, Jesper Persson

1. Objectives (5 min)

- a. Assign and delegate tasks for the upcoming weeks.

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. Will be tricky to have the shift key to act as modifier and rewire the navigation keys (WASD) to be weapon selectors.

1. Reports (15 min)

- a. Navigation is functional.
- b. AI is functional.

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

- a. John is currently rewriting the rendering engine. Entity handling will be handled asap.
- b. Collisions are fixed (Johan).
- c. We decided not to use Basecamp any longer. GitHub Issues are enough.

1. Discussion items (35 min)

- a. To-do list.
- b. The program flow of creating projectiles and rendering them visually and in the model.
- c. Tilemap loader and walls.

2. Outcomes and assignments (5 min)

- a. Jesper and Johan begin with the projectile handling.
- b. John continues and finishes the tile map and rendering engine.
- c. Chris continues with drawing creating sprites.

3. Wrap up

- a. Next meeting: Thursday or Friday.