Meeting Agenda

Location   Idéläran 15
Date   2012-05-20
Time   12.00-
Facilitator   Johan Brook
Participants   Johan Brook, John Barbero Unenge, Chris Nordqvist, Jesper Persson

1. **Objectives (5 min)**
    a. Go through what in-game things that should be in the presentation demo
    b. Oversee remaining bugs/features and decide what to implement.

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. View refactor may take some time.

1. **Reports (15 min)**
    a. Bit tags are implemented in the model, along with tests / Johan

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

1. **Discussion items (35 min)**
    a. Assign and prioritize features
    b. The in-game HUD
    c. The presentation demo

2. **Outcomes and assignments (5 min)**
    a. John is continuing with the refactor
    b. Johan is creating the disposition for the demo and looking over the documents and rest of the presentation. See if it's possible to generate an app bundle for OS X to run the game from when doing the demo
    c. Chris is investigating the audio crashes in Linux
    d. Piggy is cleaning up the remaining bugs in the model

3. **Wrap up**
    a. Next meeting: -