

# Meeting Agenda

**Location** Room Idéläran 15  
**Date** 2012-05-06  
**Time** 15.00-16.00  
**Facilitator** Jesper Persson  
**Participants** Johan Brook, John Barbero Unenge, Chris Nordqvist, Jesper Persson

## 1. Objectives (5 min)

- a. Discuss projectile management and portals

## 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

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## 1. Reports (15 min)

- a. Player can fire portals
- b. Player can switch weapon

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

- a. The view is listening more closely to the model, and is rerendered more frequently.

## 1. Discussion items (35 min)

- a. Upcoming projectile refactor

## 2. Outcomes and assignments (5 min)

- a. Jesper and Johan are pair-programming with projectile handling
- b. John continues to work with the rendering
- c. Chris works with the sound engine

## 3. Wrap up

- a. Next meeting: