

# Meeting Agenda

Location: Linsen

Date: 2011-05-04

Time: 13:37 - 14:10

Facilitator: Gustav Olsson

Participants: Gustav Olsson, Erik Sikander, Viktor Åkerskog, Karl Bristav

1. Objectives
  - a. Decide on a list of gameplay classes to be written
  - b. Decide how data should be sent over the network
  - c. Prepare for supervised meeting tomorrow
2. Resolve any issues preventing the team to continue
  - a. The list of gameplay classes will be decided on after the meeting.
3. Reports
  - a. Briefing on the initial implementation of the physics engine JBox2D
  - b. Briefing on the initial network implementation
4. From previous meetings, solved issues
  - a. Implementation of physics engine and network code has made good progress
5. Discussion items
  - a. Supervised meeting tomorrow - we need to review the SDD once more
  - b. Network implementation details
6. Outcomes and assignments
  - a. Investigate potential circle reference in the Manager/IComponent relationship
  - b. Continue the review of the SDD
  - c. Create a list of gameplay classes and write them - without networking for the time being
7. Wrap up