

Meeting Agenda

Location: Le heub

Date: 2011-05-08

Time: 18:25 - 18:50

Facilitator: Karl Bristav

Participants: Karl Bristav, Gustav Olsson, Erik Sikander

1. Objectives
 - a. Commend ourselves on the remarkable progress made since the great panic of LP4 started
 - b. Prioritize our to-do-list
2. Resolve any issues preventing the team to continue
 - a. No issues
3. Reports
 - a. The team has decided on moving the network parts to the very bottom of the priority list, making the game focus on local multiplayer (i.e. on a single machine) instead
 - b. The game is shaping up and is somewhat playable
 - c. No individual reports
4. From previous meetings, solved issues
 - a. Lots of functionality implemented
 - b. The game is playable
5. Discussion items
 - a. Deciding on the priority list
 - i. A player should be able to get knocked out
 - ii. The ability to score
 - iii. A simple level
 - iv. Win screen and state management not important for the Tuesday deadline
 - b. Thinking of removing the `instantiatePermanentEntities()`-method
6. Outcomes and assignments
 - a. Everybody will work hard on the prioritized tasks
7. Wrap up
 - a. We have not yet checked so that no circular references are present