

Meeting Agenda

Location: 3209

Date: 2011-03-31

Time: 16:00 - 16:45

Facilitator: Karl Bristav

Participants: Karl Bristav, Gustav Olsson, Viktor Åkerskog

1. Objectives
 - a. Discuss the structure of the code
 - b. Look into the rendering and display code
2. Resolve any issues preventing the team to continue
 - a. no issues at this point
3. Reports
 - a. The team has started coding, and have made good progress. A (albeit empty) window is shown when running. The basic functionality of the keyboard, mouse and renderer classes are written
4. From previous meetings, solved issues, e. t. c.
 - a. Viktor is up to date with the goals and details of the project (see 2.a, meeting 2)
5. Discussion items
 - a. How will the game engine handle entities / game objects?
 - b. Discuss the finer details of the display window and game-world distance units (how should the game handle different aspect ratios of the window?)
6. Outcomes and assignments
 - a. A Constants-class needs to be made
 - b. Karl will write the aspect ratio and camera viewport logic
7. Wrap up
 - a. No issues unsolved