

Meeting Agenda

Date: 2016-04-15

Facilitator: Sabrina Samuelsson

Participants: Sabrina Samuelsson, Lisa Karlsson, Simon Moos, Hannes von Essen

1. Objectives

Currently no issues

2. Reports

We've separated the libgdx-specific code from our own.

The two use cases that involve falling out of the plane, and falling down are partly implemented – some things still need to be fixed.

We have completed the domain model, and are prepared for the presentation Monday.

3. Discussion items

Cooperation has worked well – in particular the strategy of working in pairs on separate issues, while still all being in the same room.

Current problems are that acceleration does not stabilise, and thus the free fall velocity keeps increasing indefinitely – this should be fixed quickly – and that the player falls through the floor of the plane when looking downward. Instead they should fall through the open door when looking down in that direction.

4. Outcomes and assignments

We should continue with the same work strategy.

Hannes and Simon will continue with the floor and looking down.

Lisa and Sabrina will continue working on the acceleration.

5. Wrap up

Next meeting: Tuesday 19/4