

# Meeting Agenda

**Date:** 2016-04-25

**Facilitator:** Lisa Karlsson

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

## 1. Objectives (5 min)

*Resolve any issues preventing the team to continue.*

Clearer decisions

Prioritizing (goals)

## 2. Reports (15 min)

*from previous meeting*

Tests are now runnable, what are good things to test?

Parachute can be pulled (change state), and you then fall slower, no steering yet.

The report has been worked on, clouds haven't.

Island created, but hard to export so libGDX can use it.

## 3. Discussion items (35 min)

Test if RR works with mockup?

CloudSim could maybe be tested (placement of clouds).

Collision.

Parachute is pulled when you either press the screen (andriod) or p (desktop). The calculation for thee acceleration then get a bigger area. Velocity and Position as before. 1m from the ground should make it so the state is changed to landed.

XZ acceleration to be done, up-vector and tilting of the head.

Extract constants from acceleration calculations to make the code easier to understand.

Continue to write the report as we go

Ön borde gå fixa på nåt sätt, Hannes testar lite till. Göra shader för att rendera marken, och infadening av moln.

The island should be fixable, Hannes will try some more.

Make shader for rendering of the ground, and fading in of the clouds.

Repeating water (or something) we can land on for the time being.

Goals:

*Definite requirements*

- Be able to choose to jump again (Maybe click on the screen when you've landed to go back to the plane)
- The world looks okay (the ground is "realistic" from all heights, clouds appear based on altitude, ...)
- Full skydive – all states, including proper landing and possible failed jump

*List with extras*

1. Things to collect and gain points
2. Sound (like wind)
3. Decorations
4. Avoiding bad things
5. More decorations? (like the plane moving when you've moved out of it)
6. Another world, and a menu (Base jumping maybe, or later)
7. Precision landing
8. More wolds

Clearer decisions:

We think we can be clearer when dividing the workload, and also try to thing in additional steps when doing so.

#### **4. Outcomes and assignments (5 min)**

Simon: Continues a bit more with the report (inledning, teori). Looks at the water, make a repeating texture, tileing quad.

Sabbe och Hannes: Parachute XZ-steering, add the model of the parachute

Lisa: Landing, retardation in all directions, Y faster than XZ, and being able to start over.

Hannes: Also takes another look at the island.

#### **5. Wrap up**

Next meeting: Friday 29/4, kl. 10:00