

Meeting Agenda

Date: 2016-05-02

Facilitator: Sabrina Samuelsson

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

1. Objectives (5 min)

Resolve any issues preventing the team to continue.

No current issues.

2. Reports (15 min)

from previous meeting

Lisa: Translated meeting agendas, made a LandedState class, and a test class for it

Hannes: It is now possible to export 3D-models, also the up-vector is good.

Sabrina: Nothing.

Simon: Quad shader, made the world better.

3. Discussion items (35 min)

We should take a look at our setters - make sure they can't set any bad values, and think about making them protected.

We'll keep working on steering in parachute mode, landing, and the world (skybox, clouds etc.).

Some checks for where the jumper lands - landing in the water should be a bad thing.

How should we handle multiple worlds - subclasses for World or that World is a generic class that takes in configurations from file? However, we should wait until we have at least two worlds before implementing this file system.

We ought to soon start writing the SDD.

4. Outcomes and assignments (5 min)

Hannes and Sabrina keep working on the parachute steering.

Simon will work some more on the world.

Hannes fixes an island.

Lisa keeps working on landing and restarting the game.

5. Wrap up

Next meeting: Thursday 5/5 10:30