Meeting Agenda

Date: 2016-05-29
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.

>   Keep working on documentation
>   Graphical glitches need more work

2. Reports (15 min)
from previous meeting

>   Everyone has worked on documentation.
>   Simon and Hannes worked on graphics
>   Hannes added functionality for landing on the island and added mine 3d model.
>   Lisa finished the balloon level.

3. Discussion items (35 min)

>   Add instructions inside plane for how to play the game, thereby removing the need
>   for instructions to show up as text mid-jump. Explain parachute steering, by
>   sketches?
>   Make it possible to re-start the game by double-tapping.
>   Packaging and installation - APK-fil och lägga på git
>   Landing sounds - record ourselves?
>   Most of the code is finished - mostly graphics and cleaning left to do.

4. Outcomes and assignments (5 min)

>   Simon keeps working on SDD.
>   Everyone works on documentation in general.
>   Simon and Hannes keep working on the graphics.
>   Lisa and Sabrina work with failing the game.

5. Wrap up

 Next meeting Friday 27/5 after the report has been handed in.