

Meeting Agenda

Date: 2016-05-20

Facilitator: Hannes von Essen

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

1. Objectives (5 min)

Resolve any issues preventing the team to continue.

Continue working with documentation and report.

2. Reports (15 min)

from previous meeting

Camera-change-problem when pulling the parachute fixed.

Matrix tests now working.

Font for on-screen text found.

Gitinspector problem solved, was a foreign-character bug.

Lisa has started creating a balloon level.

Hannes added wind sounds.

Solution for mirroring android screen on computer found, which will be used for the presentation

3. Discussion items (35 min)

Make the screen go black when crashing, show on-screen message about the player having crashed, and explain that they need to pull the parachute the next time.

Make text show up properly on android screen.

Add more sound effects. (crash in water, crash on ground (possibly our own voices screaming))

Make balloons and obstacles fade in at a specific distance, and don't render if the distance is too large.

Move the player a little bit more backwards in the plane, so that some of the plane is seen when starting the game. But the jumping mechanism works well.

Level not done yet, but make the existing passages a little harder.

Make it easier to add different obstacles and collectibles.

Graphic debugging needs to be done on the android. Might not get perfect, but we can probably make it better.

4. Outcomes and assignments (5 min)

Lisa continues with the level.

Simon and Hannes perform graphic debugging.

Hannes continues adding more sound effects.

Sabrina looks at the remaining issues.

5. Wrap up

Next meeting: Tuesday 24/5