

# Meeting Agenda

**Date:** 2016-04-11

**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.*

What to start with when implementing.

Days we can meet up.

## 2. Reports (15 min)

*from previous meeting*

Domain model

Airplane model

## 3. Discussion items (35 min)

What to implement

Start with creating a base, the classes relevant to the player and the world.

Basic implementation of things so that we can get an idea of what is happening, a basic world to fall in.

Otherwise, implement the fall mechanics och the steering for the FreeFall phase.

Meeting up

Mondays and thursdays are generally for meeting up and working together, maybe the whole day. Fridays are also good.

We feel meeting and working together, or just at the same place, is a good way to be productive. So meeting often is preferred.

Domain model

The domain model is done. We might update it at a later stage.

RAD for the first iteration is now done.

Airplane model

Hannes made a 3D model of an airplane. Can be used as the starting place for a jump.

## 4. Outcomes and assignments (5 min)

Hannes, Lisa and Simon will start together later today and will distribute assignments for the group after that.

## **5. Wrap up**

Unsolved problem as before with unusual movements.

Next meeting: Friday 15/4, 10.00 at Chalmers