Meeting Agenda

Date: 2016-05-17
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.

> If parachute pulled when not looking straight ahead, the camera changes.
> Decide what features should be in the game, and focus on them. Timeframe.
> Matrix test doesn't work.

2. Reports (15 min)
from previous meeting

> Sabrina wrote tests for matrix- and rotation- classes.
> Simon worked on the transparency issues with the graphics.
> Hannes worked with adding sound.
> Lisa worked on the rotation acceleration in the parachute state

3. Discussion items (35 min)

> The rotation issue when the parachute is pulled should be fixed somehow. Possibly with an adjustment vector.

> Check so that the transparency works as it should, after the meeting.
> Add a dead-zone in the parachute state.

> Check so that the project is presentable, that we can somehow get the android screen projected.

> We have made a list of things that are left to do (see "Kvar att göra").

> Talk to someone regarding Gitinspector.

4. Outcomes and assignments (5 min)

> Sabrina looks at the test issue, if she can't find a solution we'll all take a look.
> Simon talks about Gitinspector with Joachim.
> Lisa continues with the parachute rotation. And adjustment vector with Hannes.
> Hannes continues with the sound.

> When done start working on the to-do list. Keep the group updated with what you're working on.

5. Wrap up

Next meeting: Friday 20/5