

Meeting Agenda

Date: 2016-05-13

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.

Dizziness from steering the parachute needs to be discussed.

2. Reports (15 min)

from previous meeting

Lisa and Simon: completed a collectibles system, and a notification manager, and made a text (with the player's score) appear at a finished jump

Hannes and Sabrina: added models for parachute and island, made the player fall faster while turning

3. Discussion items (35 min)

We should continue with: sound, the graphical glitches, and a course that works
Landing on the island or failing also needs to be implemented.

Dizziness: the parachute keeps turning even after the player has stopped turning the head. Suggestion: implement a deadzone where you can lean your head without turning the character. Also, possibly just change the rate at which the turning increases/decreases. Needs to be tested continually.

Should the camera do something when the player pulls the parachute? If we change free fall so that looking forward points the camera down, we need to change that back when the parachute is pulled. Otherwise we don't do anything.

Keep working on the report and other documentation. Especially the SDD. Sequence diagrams need to be fixed. Generate a new dependency diagram later.

Instructions for pulling parachute should maybe appear on screen when it's time - this could be accompanied with a pause in balloons, so as not to cause distraction.

We should consider how long the game is - and make adjustments to improve game experience.

Placement of balloons shouldn't be random.

4. Outcomes and assignments (5 min)

Sabrina: add text about pulling parachute, make tests for Matrix and Rotation classes.

Lisa: investigate how to best deal with dizziness issue, and work on fixing it. Check directions.

Hannes: work on sound

Simon: work on the graphical glitches.

Everyone takes a look at documentation

5. Wrap up

Next meeting: Tuesday 17/5