

Meeting Agenda

Date: 2016-03-24

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.