Meeting Agenda

Date: 2016-04-19
Facilitator: Simon Moos
Participants: Sabrina Samuelsson, Lisa Karlsson, Simon Moos, Hannes von Essen

1. Objectives (5 min)

Resolve any issues preventing the team to continue.

> What should we implement next? Decide this.
> Start writing the report
> Make sequence diagrams

2. Reports (**15 min**)

from previous meeting

> Acceleration & leaning-out mechanic both have working implementations that are sufficient for further progress.

3. Discussion items (35 min)

> Next thing to implement is something to further the illusion of falling. 2D clouds and some kind of ground are our main priority for now.
>
> We also decided to prioritize the falling simulation before gamifying it.
>
> Regarding realism in regards of time etc. in the simulation: we are not sure yet, we will experiment to find out what works best for the player.
>
> We must begin unit testing! Main focus on classes like Vector, Matrix, and other easily testable classes & methods.
>
> We decided to start writing the report together... We must also do *two* sequence diagram for some use case. A possible contender is the parachute falling use case.

4. Outcomes and assignments (5 min)

> We will together start writing on the report tomorrow (Wednesday 20/4), and start looking at making a sequence diagram. At that time, we will also fix the package structure.
>
> Lisa will start implementing some tests, Sabrina will read up on the graphics stuff discussed above. More will be decided later.

5. Wrap up

Next meeting will be held on Friday (22/4)