Meeting Agenda

Date: 2016-04-22
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.

How to represent the world graphically
SDD

2. Reports (**15 min**)
from previous meeting

Sabbe : A branch for parachute falling classes, not much implemented yet
Lisa : Made tests
Hannes & Simon : Clouds
Simon : Ground
Acceleration in XZ
Disposition for the report
Sequence diagrams

3. Discussion items (35 min)

The sequence diagrams may need to be reworked at a later stage (after implementation)

Repeating texture (so the world can seem endless), maybe an island/ship in the ocean, valley surrounded by mountains, jumping in the night towards a lit up space. Might also help so the player doesn't stray to far to the sides.

The tests made won't run, needs to be looked at

The clouds look a bit strange and shouldn't appear to close to the ground, but this isn't the highest priority

As of now you can't land on the ground. This should be the priority right after the parachute. What part of the program initiates the landing? When the jumper lands the velocity in Y stops, and in XZ it slows down to a halt. If the player has too high of a velocity when lansing you lose the game.
Score and/or highscore might be be shown when you've landed.

Acceleration in XZ in freefall might need adjusting, but is sufficient for now.

Steering of the parachute?
Try to make so you turn when you tilt your head sideways. Introduce a relative up-vector so we can know how the head is tilted. (Desktop can steer with the arrow keys)

Good to start writing the SDD and some of the report.

4. Outcomes and assignments (5 min)

Simon will write some on the SDD and/or the report and look some at the clouds.
Lisa and Simon will look at the problem with the tests.
Sabbe will continue with parachute, Lisa might help
Hannes checks out how we can build our world.

5. Wrap up

Uncomfortable to sit and look straight down for longer periods of time.

Next meeting: Monday 25/4 10:00