# Meeting Agenda

Location: Idéläran, room 8
Date: 16 April 2012
Time: 09:06
Facilitator: Johan Grönvall
Participants: Daniel Jonsson, Johan Grönvall, Johan Rignäs

- Objectives (5 min)
    - Decide what needs to be done by Thursday.
    - Get everyone back on track.
- Reports (15 min)
    - JR:
        - Mapeditor supports XML load and
        - XML file optimized
    - D:
        - Added menu background music.
        - Added a jump sprite.
        - Made an options view.
        - Added a shoot sound to the gun.
    - JG:
        - Created the weapon and bullet classes.
        - Drew a bunch of stuff.
        - Made character able to shoot with his gun.
        - Started implementing the dash move.
    - D & JG:
        - Made so the character can stand still.
- Discussion items (35 min)
    - Discussed what we need to do during iteration 2.
- Outcomes and assignments (5 min)
    - This is what we more or less have planned to do during the following 2 weeks (i.e. during iteration 2).
    - D:
        - Make a pause menu.
        - Make so it's possible to play more than one single map.
    - JG:
        - Implement enemies.
        - Make it possible to damage and kill enemies.
        - Make it possible to take damage from the enemies.
    - JR:
        - Implement pickupable items, such as health and weapons.
        - Make so the items and enemies are stored in the Level XML data file.
    - V:
        - Start working on AI to the enemies.

- Wrap up
  - Next meeting 10:00 - 11:00 on Thursday.