

# Meeting Agenda

**Date:** 2015-04-20

**Facilitator:** Jesper Olsson

**Participants:** Fredrik Bengtsson, Jesper Olsson, Anton Strandman, Ulrika Uddeborg

## Objectives:

§1 What to do this week.

§2 Discuss Cortège schedule.

## Reports:

- Setup basic structure, classes and method heads in project
  - Most classes are set up and the structure is in place, although method heads are not added yet. Extend and implements has not been added.
- Continue working on the models
  - Anton has created a working model in Blender, although the animation is not correct in JMonkey. Needs to be remade.
- Finish all the JMonkey Beginner tutorials
  - Tutorials are mostly finished. Ulrika has faced some issues due to having no computer at the moment (broken).
- Begin working with making scene in Blender
  - Jesper does not think Blender is the right tool. Would take too much time.

## Discussion items:

From the paragraphs above:

1 Create method heads. Implement code relevant for the demo. Create another demo, using our own classes.

2 Cortège is this and next week. Fredrik will prioritize the project. Will need more individual assignments

- Scenes can be created in JMonkeyEngine scene composer, explore this option.
  - Plains/meadow

### **Outcomes and assignments:**

- Create demo - All
  - Implement methods - All
    - Move
    - Jump
  - Create level
    - Create scene - Jesper
    - Import model of player - Anton
- Explore scene composer - Jesper
- Finish the last few tutorials - Ulrika
- Create method heads - All

### **Wrap up:**

Next meeting: Thursday 2015-04-23