Meeting Agenda

  Date:2014-04-10

  Facilitator:David

  Participants:Jacob, Daniel

    (Erik is on vacation)

1. Objectives (5 min) Resolve any issues preventing
  the team to
  continue (this should be possible to verify at ne
xt meeting,
  short clear description, use issues from project
site).

    Work on the SDD shall begin. The shooting mech
anics and graphics are to be refined. Fix the
    scaling/resolution issue with the graphics.

2. Reports (15 min) From previous meetings, (un)sol
ved issues,
  etc. , see also 4
    Have done the foundation to the GUI. Work on t
he shooting mechanics, the basic graphics are done
.
    There are some issues with the resolution, as
of now there are no big issues with scaling of the

    window though there might some issues in the fu
ture.

3. Discussion items (35 min)

    The issues with getting the target reference(
and through it get the target position), are to be

    solved by instead getting the target's positio
n directly. Target has to be saved as instance var
iable.

We are to implement some boundaries on the path to prevent placing of tower on the path.

Preventing some upcoming errors that might appear during development.

Decide how to work during the Easter.

Start work on the project document.

Keep contact through various communication channels during the easter break.

4. Outcomes and assignments (5 min)

Everyone will continue with their work and assignments from the last meeting protocol.

5. Wrap up