

Meeting Agenda

Date: 2014-05-16

Facilitator: Daniel

Participants: Erik, David, Jacob

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

- Create more tests.

- Clean up the code.

- Try to extract code from mapscreen.

- Fix the last graphics.

- Change how enemylist is shuffled.

- Show upgrade cost.

- Show how many enemies are left in wave.

- Click on next wave to start the first wave.

- Fix how tower coordinates are when trying to place tower on path.

- Continue writing on rad, sdd and report.

2. Reports (15 min) From previous meetings, (un)solved issues, etc. , see also 4

- Pause window and new enemy done.

- Critical hit tower done.

- Notification tab and new tower done.

- Daniel didnt do a enemy instead created new images and fixed some bugs.

3. Discussion items (35 min)

- No discussion items.

4. Outcomes and assignments (5 min)

David will continue writing on `sdd`, `rad` and `report` and also try to extract code from `mapscreen`. Shuffle `enemylist` in a better way.

Erik will fix the bug when placing towers on path.

Jacob will continue writing on `sdd`, `rad` and `report`. First wave starts when clicking on next wave.

Daniel will clean up code, make graphics and show upgrade cost.
Also write on the documents.