

Meeting Agenda

Date: 2014-05-07

Facilitator: Daniel

Participants: Erik, Jacob, David

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).

Make sure stuff is being drawn at the right places.

Fix so the aim is correct for towers.

Correct the way enemies are moving and changing direction.

Complete documentation.

More enemies (and possibly towers).

Possibly add more maps.

2. Reports (15 min) From previous meetings, (un)solved issues,

etc. , see also 4

Erik has completed his assignments but still needs some minor fixes.

Jacob added a working status that slows enemies

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David has made 2 more enemies but they haven't been implemented in the game yet.

Daniel added a tower that slows down enemies.

3. Discussion items (35 min)

Deciding if we should use the rendering speed to determine for example how far enemies travel or how fast towers shoot,

so it will be constant no matter what fps you have.

4. Outcomes and assignments (5 min)

Erik implements delta in shoot.

Jacob will add statuses and correct stuff with them. Possibly add a tower or enemy

David will balance things that have with enemies. Upgradable, balance waves etc.

Daniel will clean up mapscreen.