

Date: 5/5

Participants: Everyone

1. Objectives (5 min). Resolve any issues preventing the team to continue.

We have some problems with the rotation of the player since we couldn't use the built in code that is in the JMonkey framework. Therefore we are in the process of recreating it.

2. Reports (15 min) from previous meeting

- Each group member reports outcome of assigned issues, see also 4)

One of the major things we fixed was we managed to display the amount of energy the player has left. By displaying a text representing energy. Among some other minor tweaks.

3. Discussion items (35 min)

- Discuss issues from 1 and 2, possibly new or more general issues.

player rotation in the 3D world, collision in the 3D world between the human models and the mosquito.

4. Outcomes and assignments (5 min)

- Outcomes from 3). I.e. write down what's decided and why it was decided?

One major thing that we decided was to put all the HUD (Head-up-display) information, such as energy text, score text among similar things in a separate class. We found that this simplified a lot and made it more easy to deal with.

- From outcomes, 1), 2) and 3) (re)assign each group member issues to solve.

Anton will continue to fix collision

Rasmus will look more into the general GUI

Johan will continue to fix the rotation

Alexander will fix collision with the walls of the world and general characteristics of the player class.

5. Wrap up

- Write down unresolved issues for next meeting.

The rotation of the player.

- Time and location for next meeting

13/5 Underjordssalarna