

Date: 13/5

Participants: Everyone

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

Since we decided to remove the rotation we only have problems with the menu implementation

2. Reports (15 min) from previous meeting

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

We managed to fix some major collision issues. Now we can detect collision between the mosquito and the different objects in the room. Aswell as collision with the 3D room where our gameplay takes place. We have also managed to add a bar displaying the energy left instead of just a text label. During the time from the last meeting we decided to remove our own rotation as we soon realized that it was not going to work.

3. Discussion items (35 min)

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

Several new problems surrounding the implementation of the menu.

4. Outcomes and assignments (5 min)

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

We initially tried to write our own rotation for the player, however due to very complex mathematical calculations (because we want to rotate in a 3D environment) and not being able to get it to work we decided to use the frameworks rotation.

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

Anton will now start to implement a menu.

Alexander will continue with general improvement.

Rasmus will start to implement objectives that the player can complete during the game.

Johan will continue to work with the models and adding textures and fixing the lighting in the room.

5. Wrap up

- Write down unresolved issues for next meeting.
the menu

- Time and location for next meeting
23/5 Underjordssalarna