

Meeting Agenda

Date: 2013-05-23

Facilitator: Johan Backman via Google Hangout

Participants: Daniel Bäckström, Albin Garpetun, Johan Backman and Per Thoresson

1. Objectives

N/A

2. Reports

We have worked hard and glorious to finish the report and other documentation.

3. Discussion items

Find spawning points in map?

4. Outcomes and assignments

Create a demo map.

Come up with a solution to find spawning points in the map node instead of hardcoded values.

5. Wrap up

Next meeting 25/05

Implement the new sound for AirCall, or disregard it.

Finish cleanup & javadoc.

Fix some performance issues by enhancing loading and removing objects from the world properly. (Now if you restart, some will remain hidden, but still existing)

Settings for the game time, kills etc.

Write a lot of javadoc.

Code cleanup.