

Meeting Agenda

Date: 2013-04-28

Facilitator: Per Thoresson via Google Hangout

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

1. Objectives

N/A

2. Reports

Daniel - missiles work. Also have fixed so a tank holds two lists with missiles and cannonballs.

Johan - Have implemented the scoreboard so the score updates. Have written tests

Albin - Created smoke behind the vehicle. Spawning now is delayed. Tests

Per - has started with mine, was a little bit more complex then expected so not done. Also has written tests.

3. Discussion items

Mines - Is too be done almost as the missiles.

Player names will be Player 1, Player 2, Player 3 and Player 4. Name changing will not exist.

4. Outcomes and assignments

Game stop when the time runs out.

Implement landmine powerup.

Kills increments when you kill someone.

5. Wrap up

Next meeting at Sunday unknown time and unknown location. TBA