Meeting Agenda

Date: 2013-04-19

Facilitator: Johan Backman in Hubben 2.1 Study room and Google Hangout
Participants: Daniel Bäckström, Albin Garpetun, Johan Backman and Per Thoresson

1. Objectives
N/A

2. Reports
Albin, Per and Johan have worked some on the project report.

Albin, cleanup.
Daniel, finished shooting - taking damage etc.
Per, explosion when you die, powerups.
Johan, finished in game HUD and menu GUI.

3. Discussion items

- Projectile making damage multiple times.

Collision shape? Projectile makes the "real" damage.

- What happens when you die?

Dont remove the tank from the world, to avoid creating new tanks all the time. Create a thread that keeps the spawn timer.
Add "world cam" and attach to that one when you die.

- More powerups.

Landmine powerup. Beer powerup.

4. Outcomes and assignments
Daniel fixes the damage bug, and implements the GameModel properly.
Johan works with player spawning.
Per implements changing camera when you die.
Albin works with powerup spawning.

If time exist:
Beer powerup, landmine powerup, smoke effects, landmine spatial, scoreboard HUD.

5. Wrap up
Next meeting at Tuesday unknown time and unknown location. TBA