

Meeting Agenda

Date: 2013-05-21

Facilitator: Albin Garpetun via Google Hangout

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

1. Objectives

N/A

2. Reports

Albin & Johan wrote a lot of javadoc and cleaned up code.

Johan & Daniel implemented more settings for the game.

Per abstracted some methods and started to implement a different sound for AirCall.

3. Discussion items

We don't know if we are going to use the new sound for AirCall, if it is too much work to implement we won't. (This might be the case, since it should play in an interval, and not on a collision)

4. Outcomes and assignments

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)

5. Wrap up

Next meeting thursday 23/05