Meeting Agenda

Date: 2013-04-14

Facilitator: Per Thoresson via Google Hangout

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

1. Objectives
Sounds is going to be implemented.
TanksVehicleControl and the other classes regarding the tank should be rewritten using MVC.

2. Reports
Bex has succesfully rewritten the projectile code to follow MVC.
Johan has made gui components.

3. Discussion items
(35 min)

Good

Sounds should be implemented using the SoundManager which is globally accesible. The music will be activated depending on which appstate is in use. The sound effects will be played depending on a listener in the concerned classes.

We are going to need a main controller, which will have an instance of IGameWorld and ITanks.

We will have to wait with implementing damage taken by projectiles until the code is ready because of the MVC. Will implement this as soon as that is done.

4. Outcomes and assignments
Per implements music and sound effects.
Bexx continues to adapt the code to MVC
Albin will start to implement powerup. Should have haste up and running til the next meeting.
Barre will make the powerup haste visible in the in-game gui.

5. Wrap up
The issue tracker is up and running so if someone dosnt have anything to do he can just go check that out.
Next meeting Tuesday at lunch.