Meeting Agenda

Date: 2013-03-24

Facilitator: Per Thoresson via Google Hangout

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

1. Objectives
Having problems finding out how to structure the code.
The projectile-spatial is rotating when fired.

2. Reports
None - first meeting

3. Discussion items
Everyone needs to have a look a JMonkeyEngine overall and also look at open source code
from different games done in JME to know how to structure the code.

We are going to structure the code based on appStates, therefore we need to restructure our
code.

The projectile-spatial is rotating because of physics in the game engine. Dont know how to solve
this.

4. Outcomes and assignments (5 min)

Daniel is going to make a real map.

Albin is going to have a look at the vehicle control and camera to smoothen things out.

Johan is going to have a look at the physics of the projectile.

Per is going to restructure the code based on what we have discussed

5. Wrap up

Next meeting wednesday, 2013-04-09, 14:30