Meeting Agenda

Date: 2013-04-16

Facilitator: Per Thoresson in room 3507
Participants: Per Thoresson, Albin Garpetun and Johan Backman

1. Objectives
For now, the main problem thats preventing us from moving forward is the other course we have at the moment, where we are supposed to deliver a fucking popular science article.

2. Reports
Albin has made a box which you can drive onto and get a powerup. You cant use the powerup yet but soon it will be possible.
Johan has made ingame hud which at the moment isnt properly connected to the model.
Per has implemented sounds and background music.

3. Discussion items
(35 min)

We need to figure out how to get the position in the model instead of out of the view.
- We have sent an email to Adam regarding this and is waiting for an answer.

We need to know which tanks that collide, now we just now that *a* tank collides.
- This we dont know how to do, have to think about that one. Maybe have collision events on the tank (we need that).

4. Outcomes and assignments
This week we have to work with the other course so we wont handle out any specific assignments this week. If someone has some time over he can look in the issue tracker. There are still things there that need to be fixed.

5. Wrap up
Next meeting at friday 10:00.

```
Person per = new Person();
if(isFriday){
        per.goToSystemet();
        per.setPartyMode(true);
}
```