

## **Meeting Agenda**

Date: 2013-04-23

Facilitator: Daniel Bäckström in Hubben 2.1 Study room

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

### **1. Objectives**

Tanks will be implemented to hold lists of finished MVC projectiles that they can fire instead of creating them in controls.

### **2. Reports**

Albin, fixed respawning of powerups and smoke effect.

Daniel, fixed models for tanks, implemented much of the game model.

Per, started camera switching when dead.

Johan, fixed player spawning, started scoreboard and landmine work.

### **3. Discussion items**

- How to move the camera to death position?

We have to do more abstractions to avoid all of the duplicated code.

- More powerups.

The game clock should depend on the tpf to pause when game pauses.

### **4. Outcomes and assignments**

Daniel implements the tanks to hold lists of projectile and writes tests for these.

Johan continue the implementation of scoreboard and tests for Game model.

Per implements changing camera when you die and tests player.

Albin writes tests for powerups, and will make the smoke better.

If time exist:

Beer powerup, landmine powerup.

### **5. Wrap up**

Next meeting at Sunday unknown time and unknown location. TBA