Project Meeting

Date: 2015-05-28

Facilitator: Axel Aringskog

Participants: Axel Aringskog, Fredrik Kindström, Pär Löfqvist

1. Objectives (5 min). Resolve any issues preventing the team to continue.

No issues.

2. Reports (15 min) from previous meeting

"Continue work on the Backend. Start with the report."

Workflow has been good and the backend is almost done, the only problem left to deal with is how to stop a player moving or being pushed into a wall.

Work on the report has also been good, a final check is all thats left to do.

3. Discussion items (35 min)

We have discussed how to solve the walltile problem, wheter to do an abstract solution to the problem or implement a specifik case. Hank is really close to an abstract solution so we decided to wait a little bit longer and focus more on the documentation part for now.

4. Outcomes and assignments (5 min)

Finish the SDD and all other documentation.

5. Wrap up

Probably the last meeting before deadline...