

Meeting Agenda

Date: 2016-05-22

Facilitator: Martin Sixtensson

Participants: Marcus Pettersson, Gustav Svensson, Erik Sänne

1. Objectives. Resolve any issues preventing the team to

- Nothing is currently preventing the team from progressing

2. Reports from previous meeting

- Light performance has been massively improved.
- The game is now wave based. After a certain number of zombies have been killed a new wave will start.
- Report is done.
- No animation of dying zombies has been implemented. Some problems implementing them and making it look good.

3. Discussion items

- We talked about if we had time to do a store-view. We decided we will have enough time to do it.
- Discussed the game's mapeditor and how it should be implemented. Decided maps should be choosable from starting screen. Might not merge mapeditor into starting screen and keep it separate.

4. Outcomes and assignments

- Implement a store between waves - Everyone
- Final fixes of mapeditor - Martin
- Fix zombies getting stuck to the walls - Erik

5. Wrap up

Next meeting: 2016-05-26