Meeting Agenda

Date: 2016-05-16
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
- Use-cases collision and shooting are now fully implemented and working as intended. Shooting sometimes causes bullets to get stuck in the middle of the air. This is a bug.

-Feedback received on report. Report has been adjusted accordingly.

-Rogue system out print has been eliminated.

3. Discussion items
-Decided to use a light-system in the game. Erkan has created a lighting system making the whole map dark, illuminating only a small part of the player and where the player is aiming.

-Zombies are too fast and too furious. Their speed needs to be adjusted.

4. Outcomes and assignments
    - Improve light performance - Erik
    - Make wave based - Markus
    - Report should be done before meeting on the 24th - Martin
    - Animation for dying zombies

5. Wrap up
Next meeting: 2016-05-22