

Meeting Agenda

Date: 2016-03-23

Facilitator: Erik Sänne

Participants: Gustav Svensson, Marcus Pettersson Johnsson, Martin Sixtensson

1. Objectives. Resolve any issues preventing the team to continue.

- Talk about client-server multiplayer

2. Reports from previous meeting

- Everyone discussed their findings on client-server multiplayer support.

3. Discussion items

- Client-server multiplayer
- Collision and hitboxes
- Points and currency
- Damage and life
- Main menu

4. Outcomes and assignments

We:

- started to sketch some mockups for use-cases.
- decided hitbox, barrier and weapon policies.
- decided what a client/server should handle.

We will:

- try to start up a server and a client connection
- do git partitioning, server/client directories
- complete all mock-ups
- write down use cases

5. Wrap up

- Write down user cases and more.

Next meeting 2016-04-01