Meeting Agenda

  Date: 2016-04-11

  Facilitator: Gustav Svensson

  Participants: Erik Sänne, Marcus Pettersson Johnsson, Martin Sixtensson

1. Objectives. Resolve any issues preventing the team to
- Words for RAD
- Packaging and installation, how should the game be installed?
- Supportability, what OSes should the game support?

2. Reports from previous meeting
- Martin completed most of the RAD. The remaining parts were completed in the first part of the meeting.
- AI works. Needs to be updated when the walls are put in
- Work on maps has started
-Work on collision hasn't started. There was not enough time to start working on it.
- Gustav has completed texture for all existing tiles

3. Discussion items
- We talked about how weapons should work, specifically how to prevent weapons from firing to fast. We need a timer to make sure you can't spam the shoot button to create lots of bullets really fast.
- We discussed how maps are created. We decided they should be created from a text file filled with tile ids. Would make map creation simple. Wouldn't matter too much if performance intensive to load and read the text file since it only happens once per game.

4. Outcomes and assignments
-Ability to create a map from a textfile
- Start work on weapon classes och weapon selection. G & Martin
- SDD Martin

5. Wrap up
2016-04-14