

# Meeting Agenda

**Date:** 2013-05-22

**Facilitator:** Jakob Csörgei Gustavsson

**Participants:** Jakob Csörgei Gustavsson, Niklas Helmertz, Lucas Persson, Joel Torstensson

**1. Objectives:** (5 min) Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

- Settings and sliders, not “reversible”
- “Reset to defaults” button
- Being able to set goal score

**2. Reports:** (15 min) From previous meetings, (un)solved issues, etc. , see also 4

- Have scripts
- Menu functional
- Instructions popup on first start
- Settings and save to file
- More tests, e.g. collision
- RAD/SDD finished
- Displaying goal score while ingame
- Continue button added and functional

**3. Discussion items** (35 min)

Settings and sliders, not “reversible”

- Have sliders be linear instead of exponential
  - Maybe have text field next to slider saying what the value is (editable also)
  - Default value does not have to be centered

Discussion about how menu should be designed.

- Should buttons be to the left instead?
- Or maybe down in the bottom?
- Decided:
  - New game to bottom right
  - Exit to bottom left
  - Reset to defaults just below settings
  - Continue where it is
  - Instructions somewhere? not sure

Being able to set goal score

- Maybe have “auto” checkbox that uses the regular formula, unchecking it makes the field editable

#### **4. Outcomes and assignments: (5 min)**

- Joel: sliders fix

#### **5. Wrap up**

- 1a: Jakob
- 2a: Lucas
- 3a: Niklas
- 4a: Joel