Meeting Agenda

Date: 2013-05-10

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).
- Discuss menu
- Pretty much only one week left for new features, then polish?
    - If implement maps & menu, need to focus on that
- Fixing collision when have powerups
    - Turnpowerup
    - Slow
- Updating RAD and SDD, SDD not complete, RAD out of date.
- Needs any more refactoring or are we happy with model?
- External libraries in repo? How to distribute?

2. Reports: (15 min) From previous meetings, (un)solved issues, etc. , see also 4
- Some menu integration
- Power-ups are done except for maybe adding more variations
- Round refactoring complete
- Music added, maybe add more tracks

3. Discussion items (35 min)
Discuss menu
- So far only a start button, need a lot more
- Has to be completed before the end of next week
- Add player and define keys most important features, don't think much on look.

Pretty much only one week left for new features, then polish?
- If implement maps & menu, need to focus on that
- Menu is prioritized #1, maps to be implemented if time allows
- Last week before exams should be reserved for polish and finishing up documents/ report and probably start presentation

Fixing collision when have powerups
- Turnpowerup
    - Problem: if fat and have turnpowerup, you almost always die
    - Probably need to change the way bodysegments are drawn and/or collision
- Slow
    - With 2 slow power ups, you die with a slight turn.
    - Same as above
- Immortal
    - Add immortal power to NoTailPowerup because that's how it's supposed to work

Updating RAD and SDD, SDD not complete, RAD out of date.
- RAD is not that out of date, mostly need to up use cases texts and diagram images
- SDD needs more work definitely

Needs any more refactoring or are we happy with model?
- Seems ok, no glaring flaws
- Possibly change stuff about Round vs Body power-ups. PowerUp class with timer should probably be changed.

External libraries in repo? How to distribute?
- Have "distribution" folder in repo?
- No conclusion as of now... Fix later, ask supervisor/TA?

4. Outcomes and assignments: (5 min)
- Everyone: Learn how Nifty works. Update RAD & SDD.
- Niklas & Joel: Finish all icons.
- Joel: fix start scripts
- Jakob: Fix power-up stacking
- Lucas: Move through walls indication

5. Wrap up
- 1a: Jakob
- 2a: Niklas
- 3a: Lucas
- 4a: Joel