Meeting Agenda 4
Group: Top Down Bois
Date: 24/09/2021
Chair: Imad Alihodzic
Participants: David Ferm, Anders Olofson, Samuel Karlson,
Imad Alihodzic

Objectives (5 min)
-   Resolve any issues preventing the team from continuing.
Short clear descriptions.

Enemy pathfinding.

Reports (15 min) from previous meeting
-   Each group member reports outcome of assigned issues, see also
'outcomes and assignments'.

Imad: Started new map, zombies, spawn points, improved OOP adherence,
fixed a whole bunch of other things (see commits)

David: Same as above.

Olof: More weapons, UML.

Samuel: Pathfinding.

Discussion items (35 min)
-   Discuss the identified issues, and possibly new or more general issues
(very short notes and/or keywords).

More user stories on advanced functions of the program.
Pathfinding
Animations
Better map
Player animations
RAD, SDD

Outcomes and assignments (5 min)
-   Outcomes from discussion items. Write down what's decided and why it
was decided. Sync with other documentation (add terms to wordbook).

Imad: Animations + map

Samuel: Pathfinding + UML

Olof: UML + Shooting aim

Liam: Animations + map, pathfinding

General; update documents. Reason for assigning goals is due to user experience.

-   (re)Assign to each group member which issues to solve.
JDocs, Jtest

Wrap up
-   Write down any unresolved issues for next meeting.
-   Decide a time and location for next meeting.

Fredag 14:00 M1212D