

## Meeting Agenda 3

Group: Top Down Bois

Date: 17/09/2021

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.

N/A.

### ## Reports (15 min) from previous meeting

- Each group member reports outcome of assigned issues, see also 'outcomes and assignments'.

Imad: See commits. Added OCP, fixed game player rendering, started adding Zombies. Collision

David: Same as above.

Olof: Projectiles, weapon, input processor.

Samuel: Same as above.

### ## 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

Zombies

Actual weapon

Better map

See trello.

Domain model

Player animations

### ## 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: Zombies + animations + map

Samuel: Pathfinding + UML + aim

Olof: UML + Shooting aim

Liam: Animations + map

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

## Wrap up

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

Fredag 14:00 M1212D