

Meeting Agenda 3

Group: Top Down Bois

Date: 21/09/2021

Chair: Samuel

Participants: David Ferm, Anders Olofsson, Samuel Karlsson,
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: Animation progress made, see commits.

David: Same as above.

Olof: Shooting aim fixed with Samuel. UML partially updated, latest additions to project needs to be added.

Samuel: Pathfinding has been experimented with, libraries exist in scene2D for this, needs more time.

Discussion items (35 min)

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

Work on current tasks, prepare for friday meeting.

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: More animations, check over OOP adherence.

Liam: Same as above.

Samuel: Pathfinding + UML.

Olof: UML + Expand weapons

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

see above.

Wrap up

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

Fredag 14:00 M1212D