

Meeting Protocol

Date: 2015-04-30

Facilitator: Simon Lindkvist

Participants: Johan Tobin, Armand Ghaffarpour, Simon Lindkvist, Jesper Olsson

Objectives (5 min)

- Integrate branch MapHandler with current application
- Weapon and Bullet needs to be implemented
- Start with the SDD
- Start making simple tile sets
- Start writing tests

Reports (15 min)

- MapHandler is almost ready to be integrated with application
- Walking and jumping at the same time now works somewhat well
- Camera issue is not resolved yet.
- We have not yet started writing SDD.
- Weapon and Bullet is still a work in process

Discussion items (35 min)

- How should we delegate our workload?

Outcomes and assignments (5 min)

- Jesper should take main responsibility for SDD-writing and some testing for Player
- Simon should work on animations and tile sets
- Johan should work on the different views
- Armand should continue working on Bullet and Weapon
- All should start working on the SDD

Wrap up

- We're gonna start our serious design and testing
- Next meeting on Tuesday 2015-05-05