

Meeting Protocol

Date: 2015-05-05

Facilitator: Jesper Olsson

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

Objectives (5 min)

- Fix collision handling bugs
- Continue with the SDD
- Fix correct shooting
- Structure packages according to features

Reports (15 min)

- MapHandler branch is integrated with master
- We have started writing on the SDD
- Started writing test for Player
- Temporary ground tile is made
- Weapon and Bullet are almost completed

Discussion items (35 min)

- How should we dispose our time RAD/SDD/coding?

Outcomes and assignments (5 min)

- The group should have at least 30 min to write on the SDD and review the RAD each working session.
- By tomorrow (2015-05-06), structure packages according to features should be done.
- Jesper should fix collision handling bugs.
- Johan should keep working with the views.
- Armand should keep working with Weapon and Bullet
- Simon should check the use of MapHandler in GameWorld for bugs and start writing on SDD

Wrap up

- Next meeting on Thursday 2015-05-08