

Meeting Protocol

Date: 2015-05-08

Facilitator: Johan Tobin

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

Objectives (5 min)

- Decide what part of our requirements that needs to be done before project deadline
- Continue working with the SDD
- Get the camera in the game to work
- Be able to kill an enemy

Reports (15 min)

- Armand is 10 minutes late for meeting
- Simon doesn't get the camera to work
- Collision handling bugs are fixed
- The player is able to shoot but not able to kill an enemy
- Structure packages according to features isn't fixed

Discussion items (35 min)

- Other ways to fix the camera

Outcomes and assignments (5 min)

- We have decided to focus on being able to kill enemies, finish a level, die by falling down into a pit, and die by moving into an enemy. The rest of the functional requirements(Menu, time based levels, more levels, highscore, resuming a previous game etc will only be done if there is still time left).
- Jesper is taking over the problem of fixing camera, so that we will be able to complete a level
- Simon should take care of the pitfall, so that the player dies when it falls into it
- Johan should write test for size and some animations
- Armand should fix the bullet, so that it can kill enemies

Wrap up

- Next meeting on Tuesday 2015-05-12