Meeting Protocol

Date: 2015-05-19
Facilitator: Jesper Olsson
Participants: Simon Lindkvist, Jesper Olsson, Johan Tobin

Objectives (5 min)
- We should be able to choose between two different levels through a load level menu
- Show highscore
- Background in game should be inserted
- Game should be complete on Sunday, to leave room for refactoring, package structuring, writing documents etc.

Reports (15 min)
- Armand is on job interview
- BulletTest is done
- HUD with kill count and timer is done
- Main menu is done
- Death animations for player and enemy is done
- Audio is added
- It is now possible to finish a level
- We have a new tiled map

Discussion items (35 min)
- How should we delegate our objectives?

Outcomes and assignments (5 min)
- Jesper should implement high score model and view
- Armand should write WeaponTest
- Simon should make a loading level menu
- Johan should fix the background in the game and make loading levels dynamic in MapHandler

Wrap up
- Next meeting on Thursday 2015-05-21 8:00