Meeting Protocol

Date: 2015-04-28
Facilitator: Johan Tobin
Participants: Armand Ghaffarpour, Simon Lindqvist, Jesper Olsson, Johan Tobin

Objectives (5 min)
- MapHandler has currently the highest priority.
- The player must be able to jump and run correctly.
- The camera must be able to follow the player.
- The weapon and bullets must be implemented.

Reports (15 min)
- Johan and Simon are almost done with implementing map-objects.
- Jesper has implemented smooth vertical movement
- Armand chose a temporary picture and implemented the player-view, there are still animations that needs to be done.

Discussion items (35 min)
- We want the positions for the tiles.We want to create all tiles of the same size.
- Simon And Johan starts a new branch called MapHandler and focuses on implementing the map.
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Outcomes and assignments (5 min)
- Armand starts to work on the camera instead of Simon so that Simon can focus on the map.
- Johan will continue working on the Map of the game.
- Jesper will continue working on the players movements.
- Simon will collaborate with Johan on the same brunch.
- Everybody should start with SDD

Wrap up

- Next meeting on Thursday 2014-04-30 08:00