Meeting Protocol

Date: 2015-05-14
Facilitator: Armand Ghaffarpour
Participants: Armand Ghaffarpour, Simon Lindkvist, Jesper Olsson, Johan Tobin

Objectives (5 min)
- Whole level
- Timer for level and power ups
- Finished level view / menu
- Hud
- Calculate score
- Show score
- Death animations player/enemy
- Add audio
- Continue writing tests

Reports (15 min)
- We have a working camera
- We have pitfalls that we can die from
- We have a helicopter that we can board to finish level
- We can kill enemies with bullets

Discussion items (35 min)
- We need a priority list for our objectives(check in RAD, revise)
- Delegate assignments

Outcomes and assignments (5 min)
- Simon should start working on the menu and designing the level
- Jesper should start working on time and score, model and view(HUD)
- Armand should write tests for bullet and weapon
- Johan should start working with the death animations and add audio

Wrap up
- Next meeting on Tuesday 2015-05-19