

Meeting Agenda

Date: 2015-05-07

Facilitator: Jonathan

Participants: Jonathan, Anton and Amar. (Marcus at home sick)

1. Objectives (5 min). Resolve any issues preventing the team to continue.

- The program keeps shoot when fire methods are commented out.

2. Reports (15 min) from previous meeting

- Jonathan (Player collisions): Working but has a program with auto killing enemies in front of player.
- Amar (Player fire): Can't access android.os and does not quite understand the new timer, something weird about that timer.
- Anton (Tests): Got the tests to work. Testing works only on model.

3. Discussion items (35 min)

- Enemy to be abstract.
- Filter out who's bullet's who. Players weapon has the players bullets. The enemy bullets are in World.

4. Outcomes and assignments (5 min)

- Amar to fix the player firing. When that is done he will start working on enemy fire.
- Jonathan keeps on working with collisions.
- Anton to make StartScreen and will try to find some way to spawn enemies (a track).

5. Wrap up

- Next meeting on Monday during lunch, 5215. 11:30 - 13:15.