

## Meeting Agenda

Date: 11/5 2015

Facilitator: Jonathan

Participants: Jonathan, Marcus, Anton and Amar.

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

- N/A

2. Reports (15 min) from previous meeting

- Jonathan: Collision between player bullets and enemies not quite working. Fix incomming.

- Anton: Fixed and working.

- Amar: Player fire working. Has not yet started on enemy fire. Will do after meeting.

3. Discussion items (35 min)

- Look at adding a choice screen after pressen Play where the player can change the weapon.

- Enemy to constantly fire.

- Points gained when killing enemy. Harder enemy gives more points.

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4. Outcomes and assignments (5 min)

- Amar to continue with enemy fire.

- Jonathan to fix enemy vs. Player bullet collisions and then start working on test. Will also make 2 new weapons and 2 new bullets to mach these weapons and make 2 new types of enemies.

- Anton implements a highscore Screen and game over observer.

- Marcus improvements to player movement.

5. Wrap up

- 13/5 2015 during lunch in 6207.