

Meeting Agenda

Date: 20140401

Facilitator: Emma Lindholm

Participants: Jacob Gideflod, Emma Lindholm, Simon Nielsen, Andreas Pegelow

1. Objectives (5 min)

Our goals for this meeting includes: discussing how to start the game (how to get the necessary data), what are goals are for this week and if need a development branch in our git repo.

2. Reports (10 min)

We've started to design the implementation UML by laying out almost all the classes we'll need and their dependencies.

Everyone in the group have started to implement some code. First everyone created all the classes empty. Jacob has worked on the menus and GUI which have resulted in a working basic menu.

Emma has implemented collisiontesting and some more. Simon worked with the shoot method, creating a moving projectile, some debugrendering and basic model functions.

Andreas has been working on meteors, moving objects and basic model implementations.

3. Discussion items (50 min)

(a) The goals where discussed and we prioritized a few key points.

(b) We've discussed the pros and cons with having a development branch.

(c) We're not sure how to properly start the game and load data, JSON have been discussed.

4. Outcomes and assignments (10 min)

(a) We have agreed on the goals for this week.

- Create a basic hierarchy
- Create a basic meteor shower
- Implement use case Shoot in model
- Implement use case Hit in model
- Adding a view to see the meteors and projectiles

(b) It's been decided that we will have a development branch.

(c) Until the next meeting we'll continue to work on the parts we've started with.

5. Wrap up

Next meeting will be 2014-04-03