

Meeting Agenda

Date: 20140428

Facilitator: Simon Nielsen

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

1. Objectives (5 min)

Catch up on where we're at in the project and where and how we should move next.

2. Reports (10 min)

Since the last meeting Simon has fixed the problem with different aspect ratio and resolution on different devices as well as added mockup pictures to the game scene. Jacob has completed a basic version of the armory. Andreas has continued to work on some scorescreen implementation. Emma has added two special weapons and worked some with the armory items.

3. Discussion items (50 min)

- (a)** Caught up about what everyone have done since the last meeting.
- (b)** What we should do this week and which assignments each of us should take on.

4. Outcomes and assignments (10 min)

- (a)** Simon will make sure the toolbar for the special weapons has basic functionality at the end of the week.
- (b)** Andreas should start to visualize the scorescreen.
- (c)** Jacob will be working on visualizing the meny and armory.
- (d)** Emma are going to create a basic version of the armory detailed screen.
- (e)** Emma and Andreas should decide what style the graphics should be designed in, and start creating the basic graphics (meteor, projectile, basic weapon).

5. Wrap up

Next meeting will be 2014-05-02.