Meeting Agenda

Date: 20140521
Facilitator: Simon Nielsen
Participants: Jacob Gideflod, Emma Lindholm, Simon Nielsen, Andreas Pegelow

1. Objectives (5 min)
What needs to be done before the deadline and demo.

2. Reports (10 min)
Emma has changed the ArmoryDetailedRenderer textures and fixed the weaponfactory bug.
Simon has completed the loading system for data from .xml files. Andreas has drawn alot of
textures. Jacob has written testclasses for GameModel and refactored the factory and service
classes with facade pattern.

3. Discussion items (50 min)
(a) How to balance the gameplay.
(b) How much the game speed should be lowered for for the demo.

4. Outcomes and assignments (10 min)
(a) Everyone should document their code where it is needed
(b) Finalize the RAD and SDD

5. Wrap up
Next meeting will be 2014-05-22.