

Meeting Agenda

Date: 20140401

Facilitator: Andreas Pegelow

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

1. Objectives (5 min)

Our goals for this meeting includes: rearrange our design model (implementation UML).

2. Reports (10 min)

We have created a working first iteration of the game, including the use-cases Shoot and Hit.

3. Discussion items (100 min)

- (a) How to rearrange the design model to get a “clean” logical model.
- (b) We have continued to discuss how to load data to the game and when it should be loaded.
- (c) We’ve discussed how to implement the weapons and their updates etc.

4. Outcomes and assignments (10 min)

- (a) A better design model.
- (b) We have decided what the weapon structure should look like.
- (c) We should now rearrange the classes to match the structure we have decided in the design model.
- (d) Jacob should start to look at how to save and load data.
- (e) Andreas should continue to work with the meteor structure.
- (f) Emma should start working with the weapon structure.
- (g) Simon should start to look at how to load textures.

5. Wrap up

Next meeting will be 2014-04-08 see how far we have come and decide what our goals for the week are.