Meeting Agenda

Date: 20140410
Facilitator: Emma Lindholm
Participants: Jacob Gideflod, Emma Lindholm, Simon Nielsen, Andreas Pegelow

1. Objectives (5 min)
Disscuss what we have accomplished so far and what we need to get done during the easter break.

2. Reports (10 min)
Since the last meeting Simon has accomplished to load textures . Emma has implemented the cooldown for weapons and that the city takes damage. Andreas has implemented some parts in the ScoreScreen. Jacob has implemented loading and saving of data.

3. Discussion items (50 min)
(a) What parts of the implementation that we have completed and what we are satisfied with.
(b) What we should do during the break and which assignments each of us should take on.

4. Outcomes and assignments (10 min)
(a) The toolbar for the special weapons should until after the break have basic functionality.
(b) Simon should continue to work on the scaling of the textures.
(c) Andreas should start implementing score calculation.
(d) Emma and Andreas should decide what style the graphics should be designed in, and start creating the basic graphics (meteor, projectile, basic weapon).
(e) Emma should start implementing the basic armory structure once the special weapon toolbar is implemented..

5. Wrap up
Next meeting will be 2014-04-28.