

Meeting Agenda

Date: 20140516

Facilitator: Emma Lindholm

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

1. Objectives (5 min)

To discuss what we've done since the last meeting, what to focus on until deadline and how to refactor the project.

2. Reports (10 min)

Since the last meeting we have started to draw textures for the application. Andreas has added particle effects (fire) and fixed the dot damage effect from the radioactive meteors. Simon has started to redo the loading system and implemented the pause function together with Emma. Emma has also fixed the problem with accelerating projectiles, prevented cooldown of weapons during pause, added a testclass for AbstractArmoryItem and fixed the loading of textures to the desktop project. Jacob has fixed the rotation of the cannonbarrel and spawnpoint of the projectiles. He has also created the visual representation of the weapons cooldown.

3. Discussion items (50 min)

- (a) Which classes we should test.
- (b) How we should handle the particle effects without losing performance.

4. Outcomes and assignments (10 min)

- (a) Simon should try to complete the new loading system until deadline.
- (b) Everyone should work on some minor bugs, add some small new implementations and draw some images.
- (c) We should write on the RAD and SDD.

5. Wrap up

Next meeting will be 2014-05-19.