

Meeting Agenda

Location: Linsen

Date: 2012-05-16

Time: 12:00

Facilitator: Felix Willebrand Westin

Participants: Jonathan Orrö, Niklas Andréasson, Niklas Logren

Objectives

Discuss general refactoring.

How to remove the recoil when firing?

Reports

Integrated menus in project.

The HUD now works as expected.

Controller and view are run in the same thread.

Discussion items

Why is there much recoil when shooting bullets?

Outcomes and assignments

The recoil is because the bullet spawns on top of the character. Todo: make it so that a character and his bullet doesn't collide.

Wrap up

Goals for next meeting:

- Do more tests.

- A character shouldn't collide with its bullets.