

Meeting Agenda

Location: Linsen

Date: 2012-05-07

Time: 11:00

Facilitator: Niklas Andréasson

Participants: Niklas Logren, Felix Willebrand Westin, Jonathan Orrö

Objectives

Discuss networking.

Reports

Bullet deletion works, and so does basic walljumping.

Discussion items

Is it easy to compile on linux?

How should we do menus?

Outcomes and assignments

SFML is available pre-compiled for linux, which is great. This is not the case for Box2D, though, so that we have to compile ourselves.

Wrap up

Goals for next meeting:

- Begin working on linux

- Begin working on menus