**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.