Meeting Agenda

Date: 2015/05/28

Facilitator:Anton Ingvarsson

Participants: Everyone

1. Objectives (5 min).

- Discuss what have been done since the previous meeting and what should be done to next meeting. What has to be done for the deadlines this week.

2. Reports (15 min) from previous meeting
- Misc. bugfixes, code cleanup and unit tests
- Documentation
- GUI almost complete.
- Singleplayer/multiplayer no longer crashes after a lap

3. Discussion items (35 min)
- Discussion regarding projectreport and other documents.
- Discussion regarding GameScreen and how to implement a pause screen
-
4. Outcomes and assignments (5 min)
- Fix package structure (if possible without making gitinspector mad)
- Complete all TODOS (if possible)
- Daniel - Multiplayer opponents are treated as a local player, making their laps/checkpoint crossings count as ours.
- Anton: Screen logic should be extracted, implement pausescreen
- Victor, Anton - complete GUI and surroundings
- Lars - mapobjects -> mapObjects
- Move/inline Assets somehow
- Lars: Being able to select multiple maps
- Daniel: Multiplayer findOpponents/getting the correct opponent vehicle/finishing race doesn't work correctly.
- Everyone:
  - RAD
  - SDD
  - Usecases

- **JAVADOC**
- **Fix inspector points on your files**
- More unit tests
- Make project compile

5. Wrap up
- Work on assigned tasks