Meeting Agenda

Location: At David's place

Date: 6/5

Time: 19.00

Facilitator: Olle Werme

Participants: Olle Werme, Daniel Larsson, David Göransson, Robin Hammaräng

\* Objectives (5 min)

Discuss current status of each and every ones tasks since the last meeting. Possibly make new tasks.

\* Reports (15 min)

Olle has continued working on the "falling words" game mode. The game mode is considered close to finished. Daniel has continued working on the power-up system which is now working as intended. He has also built a system for configuring basic game settings. Robin as been working on testing for the SQLite database storage. David decided to implement the high-score and achievement system SWARM which is now working with the TIME-ATTACK game mode. He has also started implementing services for sound and music. As of now we've got a working background track.

\* Discussion items (35 min)

A discussion on how the configurations from the new settings system should be utilized were had. We also discussed how we wanted to load words into the existing dictionary and wether or not we should have a editable "master"-database stored externally.

\* Outcomes and assignments (5 min)

Olle will finish up the falling words game mode and start working on a better way to listen to keyboard inputs. If time allows he will also do some research on external storage for the dictionary. David and Daniel will continue working on the "Balance" game mode which have been stalled for some time now. Robin will continue working on the seemingly endless task of testing.

\* Wrap up

Next meeting: 9/5 13:00, preliminary time.