

Meeting protocol

30.11.2006

Participants

- Thomas Tischler
- Philipp Gruber
- Reinhard Jeschull
- Thomas Kuhndörfer

Steps done

- Presentation of the UML diagrams for the renderer and the scenegraph
- Long discussion about the interface design between the renderer and scenegraph. Main topic was the responsibility to call and set up the renderer.
- Started with the implementation of the boxgenerator
- Implementation of the log class completed

Tasks until the next meeting

- Continuous development of the plugin system: szeltner
- Starting with the implementation of the boxgenerator-plugin: pgruber
- Starting with the implementation of the renderer according to the design document: rjeschull
- Starting with the implementation of the scenegraph according to the design document: tkuhndo
- Adding an install button the plugin menu to give the user the possibility to hook in new plugins. This is necessary for testing the newly developed plugins: ttischler

Next milestone

- Beta-Build: 21.12.2006

Notes

- Stefan Zeltner couldn't be there because he had an important appointment at the TU Munich, but in advance he informed the rest of team about his development actions