

Meeting protocol

14.12.2006

Participants

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

Steps done

- Made the scenegraph capable of inserting and managing simple scene objects
- After the implementation of the single boxgenerator, moved to the implementation of a n-boxgenerator
- The renderer is now capable of drawing OpenGL primitives
- Added essential control buttons to the main toolbar for inserting scene objects

Tasks until the next meeting

- Focus on putting the existing subsystems together: all
- Various modifications as needed by the other modules like the integration of the renderer: ttischler
- Hanging in the plugin system into the gui to accept user inputs: szeltner
- Changes and improvements in the math library: rjeschull
- Changing the names of the enumeration to the nominal standard: pgruber
- Submitting scene data to the renderer in the right format: tkuhndo

Next milestone

- Beta-Build: 21.12.2006

Notes

- An additional session is attached on the 20.11. to complete the build
- After the Beta Build, the project plan has to be reworked

- For development reasons, it is needed to set up a debug environment