

# Meeting protocol

7.12.2006

## Participants

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

## Steps done

- General improvements in the build system
- The scenegraph and the renderer were integrated into the build system
- Main classes for the scenegraph were added and are nearly useable
- Main classes for the renderer were added and are nearly useable
- Added an custom widget in the toolbar to show and hide group boxes at the main toolbar
- First version of the boxgenerator, but for testing purposes additions in the gui/scenegraph are needed

## Tasks until the next meeting

- Completing the development of the plugin system. All general needings should be fulfilled : szeltner
- Bringing the renderer to a level that OpenGL drawings are possible: rjeschull
- Extending the boxgenerator-plugin to be capable of generating boxes with n-sides: pgruber
- Making the scenegraph capable of inserting and managing simple scene objects: tkuhndo
- Adding essential control buttons to the main toolbar for inserting scene objects: ttischler

## Next milestone

- Beta-Build: 21.12.2006

## Notes

- The existing UML diagrams for the renderer and scenegraph will be updated after the main implementation is finished. Diagrams for the gui and the plugin system still have to be created. Then they will presenteted to Prof. Dr. Hartmann.
- To be in time for the next build, additional meetings will specified as needed