

Date: 2017-04-05

Chair: Ludvig Andersson

Participants: Rasmus Lindgren, Markus Pettersson, Anthony Kalcic, Ludvig Andersson

Meeting agenda

Group 10, Parallax

1. Objectives

- We need to find out how to implement our game for Google cardboard (get the extension to work)
- We need to make the last computer work with the library

2. Reports from the previous meeting

The group has been working together since the last meeting and has during this time finished:

- Setting up a working repository
- Uploaded a simple demo to test on different devices
- Making the computers work with the library.

3. Discussion items

What questions can we ask Adam on our next tutor meeting to get the project rolling and to have the VR function working? Or should be scrap the idea?

We will need to sit down and formulate some questions to ask, some question might also arise during the working process. We will summarize our questions in a document.

We will need to come up with a plan on how to fix the last computer that is still not working with LibGDX. How do we fix the computer?

We will have to step by step go through all the different things that the other group members have done to make it work. Hopefully, this will fix the problem. Another option is more searching on Google or perhaps ask Adam for help.

The last computer is stuck on a couple of updates that are giving errors, how to we solve this.

The difference between the working computers and this one is that everyone else is using IntelliJ Ultimate Edition. We need to install this and hope for a solution.

4. Outcomes and assignments

We have started a document with questions for Adam, link:

https://docs.google.com/document/d/1uJcSSqBYZMwKfMfwelLMR75_lydGDq_Fl4scx-mZyPU/edit?usp=sharing

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We have together manage to fix the library on all computers by downloading the re-repository from Git. Together we went through the steps of setting it up and this has solved the issue.

We have also downloaded IntelliJ ultimate edition and this has removed the bad update errors.

Assignments that needs to be done before next tutor meeting:

- Test for movement.
- Test for power-ups.
- Make a simple ship on the screen.

These things will primarily be done in group. No specific assignments have been given out to the group members.

5. Wrap up

We need to have something workable before Thursday (2017-04-06). We will work on this together mostly on Wednesday (2017-04-05).

Next meeting will be on Monday 13:00 (2017-04-10)