

Meeting Agenda

Date: friday 5/5-17

Chair: Moa

Participants: Moa, Alice, Matilda.

start 09:00

1. Objectives (5 min). Resolve any issues preventing the team to continue. - Short clear descriptions

- Power-ups are just adding and subtracting, not changing any controls. Not really working in a totally clean way.
- Background images are not found yet and we are not sure on how to change the background depending on the player's score.

2. Reports (15 min) from previous meeting - Each group member reports outcome of assigned issues, see also 4)

- We've got the remove method to work in a correct way.
- The score shows correct at the score board.
- Angel's mouth is open as long as we want to when you get a point.
- We have refactored the game so every shape extends AbstractShape and it turned out good.
- The shape is falling down faster when you press the down key now.

3. Discussion items (35 min) - Discuss issues from 1 and 2, possibly new or more general issues (very short notes and/or keywords)

- We are going to look over the power up methods and change them so the power ups works better.
- Find good background images.

4. Outcomes and assignments (5 min) - Outcomes from 3). I.e. write down what's decided and why it was decided? Sync with other documentation (add terms to wordbook) - From outcomes, 1), 2) and 3) (re)assign each group member issues to solve.

- Matilda is going to search on the internet on how you disable keypresses for a while for the power ups, because the rest of the group knows more about graphic stuff.
- Alice are going to make the background behave in a correct way.

5. Wrap up - Write down unresolved issues for next meeting. - Time and location for next meeting

- Clean up the code and make a service.
- The next meeting will be held on Thursday 11/5-17.