Meeting Agenda
Location: Idégränd 5
Date: 15/5 2012
Time: 14:00-14:45
Facilitator: Magnus Huttu
Participants: Andreas Karlberg, Linus Karlsson, Magnus Huttu, Jonathan Kara

1. Objectives (5 min)
To finish The SDD and RAD
Start working on our presentation
Imagemap
Settingsview needs to be photoshoped
Highscore needs to be implemented
The blocks rotation
Timer needs to be configured

2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).
NA

3. Reports (15 min)
The blocks are falling with completed algorithms.
Both modes are now working with no problems.
Settings saves the player name to a file.
GameOverView is fully implemented.
Cannon can now be changed.

4. From previous meetings, solved issues, e. t. c.
NA

5. Discussion items (35 min)
1. How shall we do the SDD?
We will all sit down after the meeting and look through the SDD and make it fully complete.

2. On thursday we will start looking at the presentation.

3. Linus will start looking into how it's supposed to be used. He will see if it will be possible to use it in our kind of program.

4. SettingsView will be photoshoped by Linus today.

5. Andreas will handle the Highscore implementation.

6. Magnus will fix the blocks so that they randomly rotate at spawn.

7. Linus will fix the timer so that it won't create new timers for each new game. This will be fixed before friday.

6. Outcomes and assignments (5 min)
Linus will photoshop the settingsView, help with SDD and RAD, he will fix the timer also.
Magnus will make the blocks rotate at spawn and help with the SDD and RAD.
Andreas will continue work with the highscore and help with the SDD and RAD.
Jonathan will put the new images in correct places and help with the SDD and RAD.

7. Wrap up
1. NA
2. Next meeting will take place 17/5 2012